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languages and am a competent translator thereof, and that the attached document is, to
the best of my knowledge and belief, a true and correct translation of the Japanese
Patent Application No. 2002-258506 filed on September 4, 2002 in the name of Game
Server and Program.

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This is to certify that the annexed is a true copy of the following application as filed with this Office.

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[Title of the Invention] Game Server and Program

[Claims]

[Claim 1] A game server being capable of transmitting
5 and receiving data to and from a plurality of user terminal
devices via a communication line, the game server comprising:

providing means for providing a point or prize to a player
on receipt of a correct answer from the player with a difference
detection game executed on a display provided to each of the
10 user terminal devices;

reference image display means for displaying a reference
image for reference on the display as an animated image;

difference image display means for displaying a difference
image as an animated image; and

15 image switching means for switching and alternately
displaying the reference image and the difference image to find
differences.

[Claim 2] The game server according to Claim 1,
comprising:

20 switching time setting means for setting an interval for
which the reference image and the difference image are
alternatively displayed on the display by the image switching
means,

wherein the image switching means has a function to switch
25 and display the reference image and the difference image on
the display in accordance with the interval set by the switching
time setting means.

[Claim 3] The game server according to Claim 1 or 2, further comprising:

cumulative number-comparing storing means for cumulatively storing a number of times that the reference image and the difference image are alternatively displayed on the display by the image switching means;

a plurality of correspondence data sets for establishing a correspondence between the difference images and the point or prize; and

corresponding image display means for displaying a corresponding image on the display by selecting one data set from the plurality of correspondence data sets corresponding to the difference images based on the number of times stored in the cumulative number-comparing storing means on receipt of the correct answer from the player.

[Claim 4] A program running on a game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the server comprising providing means for providing a point or prize to a player on receipt of a correct answer from the player with a difference detection game executed on a display provided to each of the user terminal devices , the program executing the steps of:

displaying a reference image for reference as an animated image on the display;

displaying a difference image as an animated image; and switching and alternately displaying the reference image

and the difference image.

[Detailed Description of the Invention]

[0001]

[Field of the Invention]

5 This invention relates to a game server and program.

[0002]

[Related Art]

 A difference detection game is one of the games that have
long been popular among the general public since the game is
10 simple in terms of its game structure and in terms of its rules
and it is also good for mental exercise. Here, the difference
detection game may refer to find-the-differences or spot-the
differences game or puzzle. In the game, two pictures are
typically shown side by side so that a player can compared them
15 to find the differences.

[0003]

 This difference detection game has been played by use
of images drawn on paper, however, recently, this game has also
been played as an arcade game. In these games, generally, a
20 reference image for reference in difference detection and a
difference image were placed side by side, and a player played
a game while comparing these. (For example, Patent Document
1 may be referred to.)

[0004]

25 **[Patent Document 1]**

 Japanese unexamined patent applications of Publication
No. H11-169556

【0005】

[Problem to be Solved by the Invention]

The prior difference detection game is simple in structure or simple in game characteristics such that, as described above, a player simply detects differences in a condition where a reference image and a difference image are placed side by side, therefore, the player may easily grow tired thereof.

【0006】

In addition, since a game is played in a condition where a reference image and a difference image are placed side by side, the difficulty level of a difference detection game has been determined merely at a level where differences are made at difficult-to-detect parts or made at easy-to-find parts. Concretely, in order to heighten the difficulty level, images are drawn in detail, and difference parts are made in background parts having no relation to mainly drawn images.

【0007】

However, players who are used to playing difference detection games can easily find differences however detailed the difference parts are made, and a game played with a still image strikes players as out-of-date, therefore, such players soon grow tired of difference detection games in many cases.

【0008】

Moreover, in the method where a reference image and a difference image are placed side by side, if this difference detection game is played by means of, for example, a portable terminal, its screen is too small, therefore, image comparison

is difficult.

【0009】

On the other hand, owing to the development in communication technology in recent years, so-called net games, which are played via the Internet, have become popular. In these net games, enjoyment different from that of the prior one-person game, such that players play a game distributed from a server on terminal devices to compete by points, has been created.

10 **【0010】**

It is an object to provide a difference detection game which a player can enjoy without growing tired of it.

【0011】

[Means to Solve Problem]

15 It is an object to provide a game server being connected to a plurality of user terminal devices via a communication line, the game server providing a point or prize to a player on receipt of a correct answer from the player with a difference detection game executed on a display provided to each of the
20 user terminal devices, and switching and alternately displaying the reference image for reference on the display and the difference image to find differences.

【0012】

More concretely, according to the present invention, the
25 following can be provided.

【0013】

(1) A game server being capable of transmitting and

receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising: providing means for providing a point or prize to a player on receipt of a correct answer from the player with a difference detection game executed on a display provided to each of the user terminal devices; reference image display means for displaying a reference image for reference on the display as an animated image; difference image display means for displaying a difference image as an animated image; and image switching means for switching and alternately displaying the reference image and the difference image to find differences.

【0014】

With the present invention, a game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line can be provided to include: providing means for providing a point or prize to a player on receipt of a correct answer from the player with a difference detection game executed on a display provided to each of the user terminal devices; reference image display means for displaying a reference image for reference on the display as an animated image; difference image display means for displaying a difference image as an animated image; and image switching means for switching and alternately displaying the reference image and the difference image to find differences.

25 【0015】

When this invention's game server is used, since a game can be played, for example, in connection with a communication

line or after downloading game data from the server, a terminal device user can play a difference detection game anytime he/she likes whenever he/she wants to play it.

【0016】

5 In addition, by displaying a reference image and a difference image with animated images, created is the possibility that enjoyment by a player is increased compared to a difference detection game played with still images. Concretely, by providing animated images used in a difference
10 detection game with a story, the player may play a difference detection game while following its storyline, therefore, greater enjoyment can be added to the game of a simple difference detection, which is likely to become monotonous.

【0017】

15 Furthermore, since a reference image and a difference image are switched and alternatively displayed, an advantage is provided such that, compared to simultaneously displaying a reference image and a difference image, that is, compared to displaying these images by splitting a screen into two, a
20 game can be played in an easily viewable condition even on a terminal device with a small display.

【0018】

 (2) The game server described in (1), comprising:
switching time setting means for setting an interval for which
25 the reference image and the difference image are alternatively displayed on the display by the image switching means, wherein the image switching means has a function to switch and display

the reference image and the difference image on the display in accordance with the interval set by the switching time setting means.

【0019】

5 With the present invention, the server described in (1) can comprise switching time setting means for setting a time at which an image displayed on the display is switched by the image switching means. Then, it becomes possible that the image switching means switches and displays the reference image and
10 the difference image on the display in accordance with an interval set by the switching time setting means.

【0020】

As such, since the game server controls switching time to switch over a reference image and a difference image, it
15 is possible, for example, to shorten the switching time of a difference image, that is, to reduce the reproducing time of the difference image so that a user cannot easily elicit a correct answer, and on the other hand, it is also possible to prolong the switching time, that is, to extend the reproducing time
20 of the difference image so that a user can easily elicit a correct answer.

【0021】

In addition, as in this invention, display image switching time is provided as one element so that, by changing the same,
25 the difficulty level of the game can be changed, whereby it becomes possible to easily provide a player with a difference detection game having difficulty level variations in an ample

amount without managing a large quantity of difference detection games in advance according to difficulty levels.

【0022】

(3) The game server described in (1) or (2), further comprising: cumulative number-comparing storing means for cumulatively storing a number of times that the reference image and the difference image are alternatively displayed on the display by the image switching means; a plurality of correspondence data sets for establishing a correspondence between the difference images and the point or prize; and corresponding image display means for displaying a corresponding image on the display by selecting one data set from the plurality of correspondence data sets corresponding to the difference images based on the number of times stored in the cumulative number-comparing storing means on receipt of the correct answer from the player.

【0023】

With the present invention, the game server described in (1) or (2) can be provided to include: cumulative number-comparing storing means for cumulatively storing a number of times that the reference image and the difference image are alternatively displayed on the display by the image switching means; a plurality of correspondence data sets for establishing a correspondence between the difference images and the point or prize; and corresponding image display means for displaying a corresponding image on the display by selecting one data set from the plurality of correspondence data sets

corresponding to the difference images based on the number of times stored in the cumulative number-comparing storing means on receipt of the correct answer from the player.

【0024】

5 As such, since a time required until a player elicits a correct answer is stored in this game server, depending on the length of this time, the contents of a point or prize to be provided on the player can be changed. Concretely, for example, to a player who took a long time in eliciting a correct
10 answer, the point or prize to be provided can be lowered in grading, and to a player who took a short time in eliciting a correct answer, the point or prize to be provided can be heightened in grading.

【0025】

15 (4) A program running on a game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the server comprising providing means for providing a point or prize to a player on receipt of a correct answer from the player with a difference
20 detection game executed on a display provided to each of the user terminal devices, the program executing the steps of: displaying a reference image for reference as an animated image on the display; displaying a difference image as an animated image; and switching and alternately displaying the reference
25 image and the difference image.

【0026】

With the present invention, a game server which transmits

and receives data to and from a plurality of user terminal devices via a communication line, executes a difference detection game on displays provided in the user terminal devices, and includes: providing means for providing, if an answer from a player is correct, a point or prize on the player, can be provided to execute: a reference image displaying step of displaying a reference image for reference in difference detection as an animated image on the display; an image displaying step of displaying a difference image as an animated image; and an image switching step of switching and alternately displaying the reference image and the difference image.

【0027】

When this program is used, since a game can be played, for example, in connection with a communication line or after downloading game data from the server, a terminal device user can play a difference detection game anytime he/she likes whenever he/she wants to play it.

【0028】

In addition, since a reference image and a difference image can be displayed with animated images, created is a possibility that enjoyment by a player is increased compared to a difference detection game played with still images. Concretely, by providing animated images used in a difference detection game with a story, the player may play a difference detection game while following its storyline, therefore, greater enjoyment can be added to the game of a simple difference detection, which is likely to become monotonous.

【0029】

Furthermore, since a reference image and a difference image can be switched and alternatively displayed, an advantage is provided such that, compared to simultaneously displaying
5 a reference image and a difference image, that is, compared to displaying these images by splitting a screen into two, a game can be played in an easily viewable condition even on a terminal device with a small display.

【0030】

10 **[Detailed Description of Embodiment of the Invention]**

Hereinafter, embodiments of the present invention will be described in detail based on the drawings.

[Overall configuration]

【0031】

15 An overall configuration of an image information processing system by the present invention will be described.

【0032】

Fig. 1 is a view showing an overall configuration of a difference detection game system of the present embodiment.
20 As shown in Fig. 1, a difference detection game system of the present embodiment is composed of a server 10, which is a game server to control the whole difference detection game, and a terminal device 20, a portable terminal device 25, or a cellular telephone 30, which is connected to the server 10 via the Internet
25 and on which a user plays a difference detection game. Here, the user terminal device may comprise the terminal device, the portable terminal device, the cellular telephone, and a

combination thereof.

【0033】

As described above, the terminal device 20, portable terminal device 25, and cellular telephone 30 are connected to the server 10 via the Internet and receive, from this server 10, a distribution of a difference detection game, control in progress of a game (control mainly related to an image display), a distribution of game results, etc.

【0034】

Herein, in the following, a description will be given in a case where a difference detection game is played by the terminal device 20 connected to the server 10 as a first embodiment, and as a second embodiment, a description will be given in a case where a difference detection game is played by the cellular telephone 30 connected to the server 10.

【0035】

<<First embodiment>>

Hereinafter, as a first embodiment, a description will be given in a case where a difference detection game is played by the terminal device 20 connected to the server 10.

【0036】

[Server configuration]

Hereinafter, a block diagram showing a configuration of a server 10 of a part of a difference detection game system of the present embodiment will be shown in Fig. 2.

【0037】

As shown in Fig. 2, the server 10 is composed of a CPU

42, a ROM 43, a RAM 44, a communication interface 45, and a hard disk 46 connected to a data bus BUS.

【0038】

The CPU 42 is structured so as to execute various processes according to programs stored in the ROM 43. Namely, the CPU 42 receives, via the Internet connected by the communication interface 45, information from the terminal device 20 and stores the same in the RAM 44. This information includes information to identify a player who plays a difference detection game on the terminal device 20.

【0039】

The aforementioned programs stored in the ROM 43 include a program for communication with the terminal device 20 and a program to display an image on a display provided in the terminal device 20.

【0040】

The hard disk 46 stores, as will be described later, identification data of players who have played a difference detection game in this difference detection game system, number of times utilized, age, gender, number of times winning prizes as a database of player information.

【0041】

[Terminal device configuration]

Next, a block diagram showing a configuration of a terminal device 20 of a part of a difference detection game system of the present embodiment will be shown in Fig. 3.

【0042】

The terminal device 20 is composed of a CPU 61, a ROM 62, a RAM 63, a hard disk 64, a display device 65, a communication interface circuit 66, and an inputting operation part 67.

【0043】

5 In the hard disk drive 64, programs to execute processes as will be described later are recorded. In addition, the communication interface circuit 66 is, as shown in Fig. 1, connected to the server 10 via the Internet so as to communicate therewith.

10 【0044】

The aforementioned programs stored in the hard disk drive 64 include a program for communications with the server 10 and a program to display a game image distributed from the server 10 on the display device 65.

15 【0045】

In addition, the inputting operation part 67 is for input of a part judged to be a difference in a difference detection game and for carrying out an operation to transmit the answer to the server 10.

20 【0046】

[Action]

Next, based on a timing chart of Fig. 4, a description will be given of actions carried out between the server 10 and terminal device 20 of a difference detection game system according to the present embodiment.

25 【0047】

First, when a difference detection game is started, player

information to identify a player who plays the game on that terminal device 20 is transmitted from the terminal device 20 to the server 10.

【0048】

5 Next, in the server 10, a process to set a difficulty level of the difference detection game is carried out (step A11). This difficulty level setting process is executed based on the contents of the player information. This difficulty level setting process will be described later.

10 **【0049】**

 When the process to set a difficulty level ends, a process to transmit signals to control the game from the server 10 to the terminal device 20 is executed. In the game control signals, signals to control progress in the difference detection game according to the difficulty level set in the former step A11 are mainly included.

【0050】

 Next, data concerning an answer of the difference detection game is transmitted from the terminal device 20 to the server 10. The answer has been inputted by the player, who plays the difference detection game on the terminal device 20, by means of input means provided on the terminal device 20.

【0051】

25 When answer data is received, a game result collating process is executed in the server 10 (step A12). The game result collating process refers to a process to collate as to whether

or not answer data transmitted from the terminal device 20 is a correct answer and to tabulate its point.

【0052】

When the game result collating process ends, a game result
5 is transmitted from the server 10 to the terminal device 20.

【0053】

As in the above, in a difference detection game system according to the present embodiment, transmissions and receptions of data and signals are carried out while the server
10 10 and terminal device 20 are connected via communication lines.

【0054】

[Server processes]

Next, based on a flowchart of Fig. 5, a description will be given of processes carried out in the server 10 of a difference
15 detection game system according to the present embodiment.

【0055】

First, the CPU 42 of the server 10 executes a process to identify a player (step S11).

【0056】

20 The process to identify a player refers to a process to judge, based on information (identification number data) to identify a player transmitted from the terminal device 20, as to whether or not the player is a registered player. In this process, if a player who plays a difference detection game in
25 the terminal device 20 is a player who has already been registered, the player is identified, and if he/she is a player who has not been registered yet, the player's initial registration is

carried out. When the process to identify a player ends, the CPU 42 shifts the process to step S12.

【0057】

Next, the CPU 42 executes a process to refer to player
5 data (step S12).

【0058】

The player data refers to data which is recorded for each player identified in the former step S11, and this is, concretely, data as shown in Fig. 6. For this player data, as shown in
10 Fig. 6, in addition to identification number data indicating each player, the number of times the player has utilized difference detection games (number of times utilized), the player's age, gender, and number of times winning prizes are recorded.

15 **【0059】**

Herein, such player data is stored and saved on the hard disk 46 of the server 10. Moreover, in the present embodiment, although players are managed in terms of the items shown in Fig. 6, the present invention is not limited hereto.

20 **【0060】**

When the process to refer to player data ends, the CPU 42 shifts the process to step S13.

【0061】

Next, the CPU 42 executes a process to set a difficulty
25 level (step S13).

【0062】

A "difficulty level" refers to an evaluation with an index

of easiness in eliciting correct answers in a difference detection game. Herein, a "difficulty level" used in the present embodiment is not expressed as a concrete numerical value but is absolutely evaluated by rules of thumb.

5 **【0063】**

In the present step's process, the server 10 of the present embodiment carries out, based on the contents of player data referred to in the former step S12, a difficulty level setting to match the player's level. The details of the difficulty
10 level setting process will be described later. When the difficulty level setting process ends, the CPU 42 shifts the process to step S14.

【0064】

Next, the CPU 42 executes a game control process (step
15 S14).

【0065】

The game control process refers to a process to carry out control of the whole difference detection game by transmitting control signals and data from the server 10 to
20 the terminal device 20 based on the difficulty level set in the former step S13. Moreover, this game control process may be carried out in a condition where the server 10 and terminal device 20 are connected via a communication line or may utilize a game program prepared in the server 10 by downloading from
25 the terminal device 20. When the process to control the game ends, the CPU 42 shifts the process to step S15.

【0066】

Next, the CPU 42 executes a process to collate a game result (step S15).

【0067】

The process to collate a game result refers to a process
5 to collate an answer of the difference detection game transmitted
from the terminal device 20 with a correct answer prepared in
the server 10 and tabulate a point. In addition, the process
also includes a process to transmit the collated result and
tabulated point to the terminal device 20.

10 **【0068】**

The CPU 42 records answer data from the terminal device
20, which has been received via the communication interface
45, on the RAM 44, collates the same with correct answer data
read out from the hard disk 46, and judges as to whether or
15 not the answer is correct. If it is judged that the answer
is correct, a point concerning the correct answer is tabulated
by the CPU 42.

【0069】

Herein, in a difference detection game system of the
20 present embodiment, a point according to a correct answer is
tabulated simply based on a criterion of whether or not the
answer is correct, however, the present invention is not limited
hereto, and the point may be changed according to the speed
at which the player elicits a correct answer, that is, the number
25 of times of reproduction of the reference image and difference
image.

【0070】

In addition, the tabulated point is, in response to an instruction from the CPU 42, transmitted to the terminal device 20 via the communication interface 45. Concretely, together with a message "Congratulations on your winning 00 points!", the point is displayed on the display device 65 of the terminal device 20. Moreover, if a difference detection game system such that a player can win a prize according to the point is utilized, a message such as "You won ΔΔ. Congratulations!" may be used.

10 【0 0 7 1】

When the above processes end, the CPU 42 immediately ends this subroutine.

 【0 0 7 2】

[Difficulty level setting process]

15 Next, based on Fig. 7, a description will be given of a subroutine of a difficulty level setting process, which is called up in the former step S13 of Fig. 5.

 【0 0 7 3】

20 First, the CPU 42 executes a process to set a prize (step S21).

 【0 0 7 4】

25 The process to set a prize refers to a process to set, based on the player data referred to in the former step S12 (refer to Fig. 5), a prize which fits the identified player's age and gender. In a difference detection game of the present embodiment, if the player answers a correct answer in a difference detection game, he/she can gain a point and/or a

prize, and both of these may be given to the player, and either may be given to the player. When the process to set a prize ends, the CPU 42 shifts the process to step S22.

【0075】

5 Next, a process to judge as to whether or not the number of times utilized is greater than 30 is executed (step S22).

【0076】

10 The "number of times utilized" refers to the number of times in which the player has utilized a difference detection game system of the present embodiment, and this is, concretely, a numerical value in the item "number of times utilized" of the player data recorded on the hard disk 46 (refer to Fig. 6).

【0077】

15 The CPU 42 refers to numerical value data recorded in the item of the concerned player's "number of times utilized" from the hard disk 46 and compares it with a numerical value 30. In the present step, if an affirmative result is obtained, this indicates that "the player frequently utilizes the concerned difference detection game," and at this time, the CPU 42 executes a process of step S23. On the other hand, if a negative result is obtained in the present step, this indicates that "the player does not frequently utilize the concerned difference detection game," and at this time, the CPU 42 executes
20 a process of step S25.

【0078】

Herein, in the present embodiment, a numerical value of

30 is employed as a criterion for measuring the greatness of frequency at which the player has utilized the concerned difference detection game system, however, the present invention is not limited hereto, and the criterion can be set
5 by an administrator of the difference detection game system to a desirable value.

【0079】

Next, the CPU 42 executes a process to shorten a switching time (step S23).

10 **【0080】**

A "switching time" means a time for timing where a reference image for reference in a difference detection game and a difference image are switched over. In Fig. 8, shown is a display example when a reference image and a difference image are
15 displayed on the display device 65 of the terminal device 20. Fig. 8 (a) is a display example of a reference image, and Fig. 8 (b) is a display example of a difference image. These images are alternatively displayed on the display device 65 of the terminal device 20.

20 **【0081】**

Herein, although, in Fig. 8, the reference image and difference image have been drawn as if they were still images, a difference detection game of the present embodiment assumes that the game is played with animated images. In addition,
25 since effects of the present invention are not necessarily ones that can be obtained only with animated images, the images may be still.

【0082】

In the present step, intervals to alternatively display these are shortened, thus providing a condition where the player can easily elicit a correct answer. The CPU 42 sets a shortened
5 switching time and controls, based thereon, display of the reference image and difference image. When the switching time shortening process ends, the CPU 42 shifts a process to step S24.

【0083】

10 Next, the CPU 42 executes a process to set a hint image (step S24).

【0084】

A "hint image" means an image where marks have been put in the vicinity of parts where differences exist. A display
15 example of a hint image is shown in Fig. 9. In Fig. 9, parts which are different in the difference image of Fig. 8 (b) compared with the reference image of Fig. 8 (a) are circled. The player plays a difference detection game while referring to this hint image.

20 【0085】

Similar to the image file of a difference detection game, the hint image has been recorded on the hard disk 46, and this is displayed based on an instruction from the CPU 42. When the process to set a hint image ends, the CPU 42 immediately
25 ends this subroutine.

【0086】

By carrying out processes from step S22 to step S24, in

a difference detection game system of the present embodiment,
it becomes possible to refer to utilization frequency of a player
who utilizes the same, judge a game player whose utilization
frequency is high to be a "frequent user," and lower the
5 difficulty level of the game.

【0087】

On the other hand, in step S22, if it is judged that the
number of times utilized has not exceeded 30, the CPU 42 executes
a process to judge as to whether or not a number of times winning
10 prizes/a number of times utilized is greater than 0.05 (step
S25).

【0088】

In the present step's process, the CPU 42 tabulates a
number of times winning prizes/a number of times utilized and
15 compares the same with a reference value of 0.05, whereby the
greatness of frequency at which the player has won prizes is
judged. Concretely, the CPU 42 reads out, out of the table
shown in Fig. 6, numerical value data recorded in the item "number
of times utilized" and numerical value data recorded in the
20 item "number of times winning prizes," carries out, based on
the values, a process to tabulate a number of times winning
prizes/a number of times utilized, and compares the same with
a reference value of 0.05.

【0089】

25 If an affirmative result is obtained in the present step,
this indicates that the frequency of a player's winning prizes
is high, and at this time, the CPU 42 shifts the process to

step S23. On the other hand, if a negative result is obtained in the present step, this indicates that the frequency of a player's winning prizes is low, and at this time, the CPU 42 shifts the process to step S26.

5 **【0090】**

Herein, in the present embodiment, the numerical value of 0.05 is employed as a criterion for measuring the greatness of frequency at which the player has won prizes, however, the present invention is not limited hereto, and the criterion may be set by an administrator of the difference detection game system to a desirable value. Moreover, in the present embodiment, a game condition is changed depending on the state of a player's winning "prizes," however, the present invention is not limited hereto, and a game condition may be changed by the state of a player's winning "points."

【0091】

Next, the CPU 42 executes a process to extend a switching time (step S26).

【0092】

20 A "switching time" refers to, as described above, a time for timing where a reference image for reference in a difference detection game and a difference image are switched over. In the present step, intervals to alternatively display these are extended, thus providing a condition where the player cannot easily elicit a correct answer. The CPU 42 sets an extended switching time and controls, based thereon, display of the reference image and difference image. When the switching time

extending process ends, the CPU 42 immediately ends this subroutine.

【0093】

By the above processes, in a difference detection game
5 system of the present embodiment, it becomes possible to change
a difference detection game difficulty level according to the
player's utilization frequency and state of winning prizes
(points).

【0094】

10 [Terminal device processes]

Next, with reference to Fig. 10, a description will be
given of processes carried out in the terminal device 20.

【0095】

The CPU 61 of the terminal device 20 executes a process
15 to judge as to whether or not images have been received (step
S31).

【0096】

The images mean a reference image for reference in
difference detection and a difference image. These images are,
20 in the present embodiment, animated images as described above
and are distributed from the server 10 via a communication line.
If it is judged that the images have not been received, the
CPU 61 carries out a determination of step S31 again. On the
other hand, if it is judged that the images have been received,
25 the CPU 61 shifts the process to step S32.

【0097】

Next, the CPU 61 executes a process to display images

(step S32).

【0098】

The process to display images refers to a process to display images received in the former step S31 on the display device 65 of the terminal device 20. This image displaying process is, as described above, for displaying these images on the display device 65 in accordance with switching timing determined in the server 10. When the process to display images ends, the CPU 61 shifts the process to step S33.

10 **【0099】**

Next, a process to judge as to whether or not a game has been finished is executed (step S33).

【0100】

A determination as to whether or not a game has been finished is carried out based on whether or not the CPU 61 has ended processes to switch over images. In a difference detection game of the present embodiment, a time or a number of times in which images are displayed for the player has been set, and when this predetermined time or number of times is completed, the process to display images on the display device 65 is finished. Thereby, the CPU 61 detects that the game has been finished. If it is judged that the game has not been finished, the CPU 61 carries out a process of step S33 again. On the other hand, if it is judged that the game has been finished, the CPU 61 shifts the process to step S34.

25 **【0101】**

Next, the CPU 61 executes a process to judge as to whether

or not an answer has been inputted (step S34).

【0102】

In a difference detection game of the present invention, as described above, a difference detection game is played with
5 animated images. When a player inputs an answer of the difference detection game, this is carried out in such a manner as to stop, when a difference is displayed in the animated image, the image at this part and point out the difference part by an operation of the inputting operation part 67.

10 **【0103】**

In the present step, the CPU 61 judges as to whether or not the player playing the difference detection game has inputted an answer of the game through the inputting operation part 67 of the terminal device 20. If it is judged that no answer has
15 been inputted, the CPU 61 carries out a determination of step S34 again. On the other hand, if it is judged that an answer has been inputted, the CPU 61 shifts the process to step S35.

【0104】

Next, the CPU 61 executes a process to transmit an answer
20 (step S35).

【0105】

In the present step, answer data inputted by the player in step S34 is transmitted via the communication interface circuit 66 of the terminal device 20 to the server 10. When
25 the process to transmit an answer ends, the CPU 61 shifts the process to step S36.

【0106】

Next, the CPU 61 shifts to a standby mode for a game result (step S36).

【0107】

Herein, the "game result" refers to an incoming game result which is transmitted from the server 10 in response to a player's answer transmitted to the server 10 in the former step S35, that is, whether or not the answer was correct, and a point if the answer was correct. In the present step, the terminal device 20 is in a standby mode for this incoming game result transmitted from the server 10.

【0108】

Next, the CPU 61 executes a process to judge as to whether or not a game result has been received (step S37).

【0109】

In the present step, if it is judged that a game result has not been received, the CPU 61 returns the process to step S36 again and shifts to a standby mode for a game result. On the other hand, in the present step, if it is judged that a game result has been received, the CPU 61 displays the game result on the display device 65 of the terminal device 20 then immediately ends this subroutine.

【0110】

Moreover, in the above description, difficulty level setting of a difference detection game is carried out by adjusting the switching time between a reference image and a difference image, however, the present invention is not limited hereto, and difficulty level setting can also be carried out

by a method as described in the following, whereby the object of the present invention can be realized.

【0 1 1 1】

Hereinafter, based on Fig. 11, another embodiment of the difficulty level setting process will be described. In the following embodiment, a description will be given of a difference detection game system wherein a difference detection game is structured so that a plurality of difference images have been prepared in advance in regard to one reference image and the game is proceeded by displaying the reference image and plurality of difference images in a lump on the terminal device and selecting a difference image which the player wishes to answer.

【0 1 1 2】

Fig. 11 is a flowchart concerning processes executed in the server 10.

【0 1 1 3】

First, the CPU 42 of the server 10 executes a process to refer to the difficulty level data of each image (step S41).

【0 1 1 4】

As described above, in a difference detection game of the present embodiment, a plurality of difference images have been prepared. These difference images are different in difficulty levels (easiness in eliciting a correct answer) depending on the types, and as will be described later, points and prizes have been set according to difficulty levels of these. In the present step, the CPU 42 carries out a process to read out difficulty level data provided for each difference image

from the hard disk 46. When the process to refer to difficulty level data ends, the CPU 42 shifts the process to step S42.

【0 1 1 5】

Next, the CPU 42 executes a process to set a point (step
5 S42).

【0 1 1 6】

The point setting process refers to a process to set, based on difficulty level data of each difference image referred to in the former step S41, a point according to the difficulty
10 level. When the point setting process ends, the CPU 42 shifts the process to step S43.

【0 1 1 7】

Next, the CPU 42 executes a process to set a prize (step
S43).

15 【0 1 1 8】

The process to set a prize refers to a process to set, based on a point of each difference image set in the former step S42, a prize suitable for the point. In a difference detection game system of the present embodiment, if the player
20 answers a correct answer in a difference detection game, he/she can gain a point and/or a prize, and both of these may be given to the player, and either may be given to the player. When the process to set a prize ends, the CPU 42 shifts the process to step S44.

25 【0 1 1 9】

Next, a process to judge as to whether or not the number of times utilized is greater than 30 is executed (step S44).

【0 1 2 0】

A "number of times utilized" refers to a number of times in which the player has utilized a difference detection game system of the present embodiment, and this is, concretely, a numerical value in the item "number of times utilized" of the player data recorded on the hard disk 46 (refer to Fig. 6).

【0 1 2 1】

The CPU 42 refers to numerical value data recorded in the item of the concerned player's "number of times utilized" from the hard disk 46 and compares it with a numerical value 30. In the present step, if an affirmative result is obtained in the present step, this indicates that "the player frequently utilizes the concerned difference detection game," and at this time, the CPU 42 executes a process of step S45. On the other hand, if a negative result is obtained in the present step, this indicates that "the player does not frequently utilize the concerned difference detection game," and at this time, the CPU 42 executes a process of step S46.

【0 1 2 2】

Herein, in the present embodiment, a numerical value of 30 is employed as a criterion for measuring the greatness of frequency at which the player has utilized the concerned difference detection game system, however, the present invention is not limited hereto, and the criterion can be set by an administrator of the difference detection game system to a desirable value.

【0 1 2 3】

Next, the CPU 42 executes a process to select an image (step S45).

【0 1 2 4】

“Image selection” is a process to determine, out of a plurality of difference images prepared for the player’s answering in a difference detection game, which difference image to display for the player. In a difference detection game of the present embodiment, the game’s difficulty level is changed according to the utilization frequency of a player utilizing the same. In a difference detection game where a plurality of difference detection images have been prepared in advance, such a change in difficulty levels is carried out by carrying out a process to select and display, for a so-called “frequent user,” an image of a low difficulty level.

15 【0 1 2 5】

Concretely, the CPU 42 selects, based on difficulty level data referred to in the former step S41, images of a low difficulty level and these are displayed on the display device 65 of the terminal device 20.

20 【0 1 2 6】

Moreover, in Fig. 12, illustrated is an example where three types of selected difference images are displayed on the display device 65. In Fig. 12, the reference image is displayed in the upper left, and the three types of difference images are displayed in the upper right, lower left, and lower right. Numbers “1,” “2,” and “3” are used for the respective difference images, and by specifying this number, the player can select

a difference image with which he/she plays a difference detection game.

【0 1 2 7】

Herein, although, in Fig. 12, the reference image and
5 difference images have been drawn as if they were still images,
a difference detection game of the present embodiment assumes
that the game is played with animated images. In addition,
since effects of the present invention are not necessarily ones
that can be obtained only with animated images, the images may
10 be still.

【0 1 2 8】

By carrying out processes of step S44 and step S45, in
a difference detection game system of the present embodiment,
it becomes possible to refer to utilization frequency of a player
15 who utilizes the same, judge a game player whose utilization
frequency is high to be a "frequent user," and lower the
difficulty level of the game.

【0 1 2 9】

When the process to select an image of step S45 ends,
20 the CPU 42 immediately ends this subroutine.

【0 1 3 0】

On the other hand, in step S44, if it is judged that the
number of times utilized has not exceeded 30, the CPU 42 executes
a process to judge as to whether or not a number of times winning
25 prizes/a number of times utilized is greater than 0.05 (step
S46).

【0 1 3 1】

In the present step's process, the CPU 42 tabulates a number of times winning prizes/a number of times utilized and compares the same with a reference value of 0.05, whereby the greatness of frequency at which the player has won prizes is judged. Concretely, the CPU 42 reads out, out of the table shown in Fig. 6, numerical data recorded in the item "number of times utilized" and numerical data recorded in the item "number of times winning prizes," carries out, based on the values, a process to tabulate a number of times winning prizes/a number of times utilized, and compares the same with a reference value of 0.05.

【0 1 3 2】

If an affirmative result is obtained in the present step, this indicates that the frequency of a player's winning prizes is high, and at this time, the CPU 42 shifts the process to step S23. On the other hand, if a negative result is obtained in the present step, this indicates that the frequency of a player's winning prizes is low, and at this time, the CPU 42 shifts the process to step S26.

20 【0 1 3 3】

Herein, in the present embodiment, the numerical value of 0.05 is employed as a criterion for measuring the greatness of frequency at which the player has won prizes, however, the present invention is not limited hereto, and the criterion may be set by an administrator of the difference detection game system to a desirable value. Moreover, in the present embodiment, a game condition is changed depending on the state

of a player's winning "prizes," however, the present invention is not limited hereto, and a game condition may be changed by the a state of a player's winning "points."

【0134】

5 Next, the CPU 42 executes a process to select an image (step S47).

【0135】

 "Image selection" is a process to determine, out of a plurality of difference images prepared for the player's
10 answering in a difference detection game, which difference image to display for the player. Concretely, based on the difficulty level data referred to in the former step S41, the CPU 42 selects an image of a high difficulty level and displays this image on the display device 65 of the terminal device 20. When the
15 process to select an image ends, the CPU 42 immediately ends this subroutine.

【0136】

 By the above processes, in a difference detection game system of the present embodiment, it becomes possible to change
20 a difference detection game difficulty level according to the player's utilization frequency and state of winning prizes (points).

【0137】

 [Embodiment where a game picture which a player played is used
25 as a difference image]

 In the above embodiment, as the animated images used as difference images, animated images formed to use in a difference

detection game system of the present invention are used, however, a difference detection game of the present invention may be performed by letting a player play some game (for example, an action game such as a racing game) in advance and then combining
5 a reproduced picture thereof with a difference image. Hereinafter, a description will be given for an embodiment where after a player plays a racing game, the player plays a difference detection game by means of a reproduced image thereof.

【0138】

10 Fig. 13 is a timing chart for explaining, in a difference detection game system of the present embodiment where a picture of a game played by a player is used, an outline of signal exchanges between the server 10 and terminal device 20.

【0139】

15 First, from the server 10 to the terminal device 20, a racing game is distributed via the Internet.

【0140】

On the terminal device 20, a player plays the racing game distributed from the server 10 and transmits data of the game
20 contents and player information to identify the player to the server 10.

【0141】

Next, in the server 10, a process to set a difficulty level of the difference detection game is executed (step A13).
25 This difficulty level setting process is executed based on the contents of the player information. This difficulty level setting process will be described later.

【0142】

Next, in the server 10, a process to create an image is carried out (step A14). In this process, a difference image is created based on incoming game contents data transmitted
5 from the player's terminal device 20.

【0143】

When the process to create an image ends, a process to transmit signals to control the game from the server 10 to the terminal device 20 is executed. In the game control signals,
10 signals to control progress in the difference detection game according to the difficulty level set in the former step A13 are mainly included.

【0144】

Next, data concerning an answer of the difference
15 detection game is transmitted from the terminal device 20 to the server 10. The answer has been inputted by the player, who plays the difference detection game on the terminal device 20, by means of input means provided on the terminal device 20.

20 【0145】

When answer data is received, a game result collating process is executed in the server 10 (step A15). The game result collating process refers to a process to collate as to whether or not answer data transmitted from the terminal device 20 is
25 a correct answer and to tabulate its point.

【0146】

When the game result collating process ends, a game result

is transmitted from the server 10 to the terminal device 20.

【0147】

As in the above, in a difference detection game system according to the present embodiment, transmissions and
5 receptions of data and signals are carried out while the server 10 and terminal device 20 are connected via a communication line.

【0148】

Next, based on Fig. 14, a description will be given of
10 processes to be carried out in the server 10 when a difference detection game is played based on an image of a racing game which has been played by a player.

【0149】

First, the CPU 42 of the server 10 carries out a process
15 to distribute a game (step S51).

【0150】

In the present step's process, the CPU 42 distributes racing game data to the terminal device 20 via the communication interface 45 and the Internet. A player who has received the
20 distributed racing game plays this game and transmits a game result to the server 10. When the process to distribute a game ends, the CPU 42 shifts the process to step S52.

【0151】

Next, the CPU 42 executes a process to judge as to whether
25 or not a game result has been received (step S52).

【0152】

As described above, from the player who played a racing

game on the terminal device 20, data related to its game result is transmitted to the server 10. The CPU 42 judges as to whether or not this game result has been received. If it is judged that the game result has not been received, the CPU 42 returns
5 to step S52 again. On the other hand, if it is judged that the game result has been received, the CPU 42 shifts the process to step S53.

【0 1 5 3】

Next, the CPU 42 executes a process to identify the player
10 (step S53).

【0 1 5 4】

The process to identify a player refers to a process to judge, based on information (identification number data) to identify a player transmitted together with a game result from
15 the terminal device 20, as to whether or not the player is a registered player. In this process, if a player who plays a difference detection game in the terminal device 20 is a player who has already been registered, the player is identified, and if he/she is a player who has not been registered yet, the player's
20 initial registration is carried out. When the process to identify a player ends, the CPU 42 shifts the process to step S12.

【0 1 5 5】

Next, the CPU 42 executes a process to refer to player
25 data (step S54).

【0 1 5 6】

The player data refers to data which is recorded for each

player identified in the former step S53, and this is, concretely,
data as shown in Fig. 6. For this player data, in addition
to identification number data indicating each player, the number
of times the player has utilized difference detection games
5 (number of times utilized), the player's age, gender, and number
of times winning prizes are recorded.

【0157】

Herein, such player data is stored and saved on the hard
disk 46 of the server 10. Moreover, in the present embodiment,
10 although players are managed in terms of the items shown in
Fig. 6, the present invention is not limited hereto. When the
process to refer to player data ends, the CPU 42 shifts the
process to step S55.

【0158】

15 Next, the CPU 42 executes a process to set a difficulty
level (step S55).

【0159】

In the present step's process, the server 10 of the present
invention carries out, based on the contents of player data
20 referred to in the former step S54, a difficulty level setting
to match the player's level. Concerning the details of the
difficulty level setting process, the method as described above
can be mentioned. When the difficulty level setting process
ends, the CPU 42 shifts the process to step S56.

25 **【0160】**

Next, the CPU 42 executes a process to create an image
(step S56).

【0161】

The process to create an image refers to, as described above, a process to create a difference image based on the game result of a racing game received from the terminal device 20 in the former step S52. A difference image is created by carrying out, based on a game image of a racing game played by the player, a process such as, for example, to compose a difference image or to make its racing course different from the course of the former game.

10 【0162】

In Fig. 15, examples of created difference images are shown. Fig. 15 (a) is a picture image of the racing game played by a player. On the other hand, Fig. 15 (b) is an example of a difference image created based thereon. In Fig. 15 (b), by combining a fictitious object image with the racing course, a difference image is created. Based on the difference image created as such, the player carries out a difference detection game. When the process to create a difference image ends, the CPU 42 shifts the process to step S57.

20 【0163】

Next, the CPU 42 executes a game control process (step S57).

【0164】

The game control process refers to a process to carry out control of the whole difference detection game by transmitting control signals and data from the server 10 to the terminal device 20 based on the difficulty level set in

the former step S55. Moreover, this game control process may be carried out in a condition where the server 10 and terminal device 20 are connected via a communication line or may utilize a game program prepared in the server 10 by downloading from the terminal device 20. When the process to control the game ends, the CPU 42 shifts the process to step S58.

【0165】

Next, the CPU 42 executes a process to collate a game result (step S58).

10 **【0166】**

The process to collate a game result includes a process to collate an answer of the difference detection game transmitted from the terminal device 20 with a correct answer prepared in the server 10 and tabulate a point. In addition, the process also includes a process to transmit the collated result and tabulated point to the terminal device 20.

【0167】

The CPU 42 records answer data from the terminal device 20, which has been received via the communication interface 45, in the RAM 44, collates the same with correct answer data read out from the hard disk 46, and judges as to whether or not the answer is correct. If it is judged that the answer is correct, a point concerning the correct answer is tabulated by the CPU 42.

25 **【0168】**

Herein, in a difference detection game system of the present embodiment, a point according to a correct answer is

tabulated simply based on a criterion of whether or not the answer is correct, however, the present invention is not limited hereto, and the point may be changed according to the speed at which the player elicits a correct answer, that is, the number of times of reproduction of the reference image and difference image.

【0169】

In addition, the tabulated point is, in response to an instruction from the CPU 42, transmitted to the terminal device 20 via the communication interface 45. Concretely, together with a message "Congratulations on your winning 00 points!", the point is displayed on the display device 65 of the terminal device 20. Moreover, if a difference detection game system such that a player can win a prize according to the point is utilized, a message such as "You won ΔΔ. Congratulations!" may be used.

【0170】

When the above processes end, the CPU 42 immediately ends this subroutine.

20 【0171】

By carrying out a series of processes as described above, it becomes possible to let a player play two types of games, namely, to let a player play some type of game and let the player play a difference detection game by means of a reproduced picture of that game. Thereby, compared to a conventional game composed of a single game, the player can experience twofold enjoyment.

【0172】

In addition, a difference detection game of the present embodiment can also be played as a strategy for promoting sales of a game which is played by a player in advance.

【0173】

5 <<Second embodiment>>

In the above embodiment, a description is given on the premise that a terminal device such as a personal computer is used as a device to execute a difference detection game system of the present invention, however, the present invention is not limited hereto, and a difference detection game may be played on a portable terminal device such as a cellular telephone.

【0174】

Hereinafter, by means of Fig. 16 through Fig. 20, a description will be given to an embodiment where a difference detection game system of the present invention is implemented by a cellular telephone.

【0175】

[Cellular telephone configuration]

A block diagram showing a configuration of a cellular telephone of a part of a difference detection game system of the present embodiment is shown in Fig. 16.

【0176】

As shown in Fig. 16, to a data bus of the cellular telephone according to the present embodiment, connected are a CPU 30, a memory 52, an RF (transmitting/receiving circuit part) 51, 55 for signal transmissions and receptions with its base station, a base band processing part 56 for converting an RF signal

received at the transmitting/receiving circuit part 55 to a base band signal and converting a base band signal to be transmitted to an RF signal, an input/output part 57 being an interface with a microphone 56 and a speaker 59, a display 54
5 composed of a liquid crystal panel or the like, and an inputting operation part 53 formed of a keyboard and a jog dial and the like.

【0177】

The CPU 51 is structured so as to carry out various actions
10 according to action programs stored in the memory 52 and controls the respective circuit portions according to such actions. The contents of various processes of the CPU 51 are displayed on the display 54 as necessary.

【0178】

15 In addition, the CPU 51 converts various types of information (character information, information on a specific selection, etc.) inputted by a user's operation of the inputting operation part 53 to packet data, and then transmits the same to the server 10 via the base band processing part 56 and RF
20 (transmitting/receiving circuit part) 55.

【0179】

In addition, the CPU 51 takes in an RF signal, on which has been superimposed packetized data information transmitted from the server 10 via a packet network/PDC network (not shown),
25 via the transmitting/receiving circuit part 55 and the base band processing part 56, pieces the packetized data together so as to return to their original data form, and then displays

the same on the display 54.

【0180】

Thus, a user of the cellular telephone 30 can transfer various types of information with the server 10. Upon request
5 (a request concerning a required amount of information and frequency) of the cellular telephone 30, the server 10 transmits a difference detection game to the cellular telephone 30.

【0181】

[Action]

10 Next, based on a timing chart of Fig. 17, a description will be given of actions carried out between the server 10 and cellular telephone 30 of a difference detection game system according to the present embodiment.

【0182】

15 First, when a difference detection game is started, player information to identify a player who plays the game on that cellular telephone 30 is transmitted from the cellular telephone 30 to the server 10.

【0183】

20 Next, in the server 10, a process to set a difficulty level of the difference detection game is carried out (step A16). This difficulty level setting process is executed based on the contents of the player information. This difficulty level setting process is carried out based on the method as
25 described above.

【0184】

When the process to set a difficulty level ends, a process

to transmit signals to control the game from the server 10 to
cellular telephone 30 is executed. In the game control signals,
signals to control progress in the difference detection game
according to the difficulty level set in the former step A16
5 are mainly included.

【0185】

Next, in the cellular telephone 30, an image operating
process is carried out (step A17). The image operating process
is, as will be described later, a process required when the
10 player plays a difference detection game by means of a small
display screen of the cellular telephone 30. The details of
the image operating process will be described later.

【0186】

Next, data concerning an answer of the difference
15 detection game is transmitted from the cellular telephone 30
to the server 10. The answer has been inputted by the player,
who plays the difference detection game on the cellular telephone
30, by means of an input operating part 53 provided on the cellular
telephone 30.

20 **【0187】**

When answer data is received, a game result collating
process is executed in the server 10 (step A18). The game result
collating process refers to a process to collate as to whether
or not answer data transmitted from the cellular telephone 30
25 is a correct answer and to tabulate its point.

【0188】

When the game result collating process ends, a game result

is transmitted from the server 10 to the cellular telephone 30.

【0189】

As in the above, in a difference detection game system according to the present embodiment, transmissions and receptions of data and signals are carried out while the server 10 and cellular telephone 30 are connected via the a communication line.

【0190】

10 [Server processes]

Next, based on a flowchart of Fig. 18, a description will be given of processes carried out in the server 10 of a difference detection game system according to the present embodiment.

【0191】

15 First, the CPU 42 of the server 10 executes a process to identify a player (step S61).

【0192】

The process to identify a player refers to a process to judge, based on information (identification number data) to identify a player transmitted from the cellular telephone 30, as to whether or not the player is a registered player. In this process, if a player who plays a difference detection game in the cellular telephone 30 is a player who has already been registered, the player is identified, and if he/she is a player who has not been registered yet, the player's initial registration is carried out. When the process to identify a player ends, the CPU 42 shifts the process to step S62.

【0193】

Next, the CPU 42 executes a process to refer to player data (step S62).

【0194】

5 The player data refers to data which is recorded for each player identified in the former step S61, and this is, concretely, as shown in the foregoing Fig. 6. In this player data, as shown in Fig. 6, in addition to identification number data indicating each player, the number of times the player has utilized
10 difference detection games (number of times utilized), the player's age, gender, and number of times winning prizes have been recorded.

【0195】

Herein, such player data is stored and saved on the hard
15 disk 46 of the server 10. Moreover, in the present embodiment, although players are managed in terms of the items shown in Fig. 6, the present invention is not limited hereto.

【0196】

When the process to refer to player data ends, the CPU
20 42 shifts the process to step S63.

【0197】

Next, the CPU 42 executes a process to set a difficulty level (step S63).

【0198】

25 A "difficulty level" refers to an evaluation with an index of easiness in eliciting correct answers in a difference detection game. Herein, a "difficulty level" used in the

present embodiment is not expressed as a concrete numerical value but is absolutely evaluated by rule of thumb.

【0199】

In the present step's process, the server 10 of the present
5 embodiment carries out, based on the contents of player data referred to in the former step S62, a difficulty level setting to match the player's level. The details of the difficulty level setting process will be described later. When the difficulty level setting process ends, the CPU 42 shifts the
10 process to step S64.

【0200】

Next, the CPU 42 executes a game control process (step S64).

【0201】

15 The game control process refers to a process to carry out control of the whole difference detection game by transmitting control signals and data from the server 10 to the cellular telephone 30 based on the difficulty level set in the former step S63. Moreover, this game control process
20 maybe carried out in a condition where the server 10 and cellular telephone 30 are connected via a communication line or may utilize a game program prepared in the server 10 by downloading from the cellular telephone 30. When the process to control the game ends, the CPU 42 shifts the process to step S65.

25 【0202】

Next, the CPU 42 executes a process to collate a game result (step S65).

【0203】

The process to collate a game result includes a process to collate an answer of the difference detection game transmitted from the cellular telephone 30 with a correct answer prepared in the server 10 and tabulate a point. In addition, the process also includes a process to transmit the collated result and tabulated point to the cellular telephone 30.

【0204】

The CPU 42 records answer data from the cellular telephone 30, which has been received via the communication interface 45, in the RAM 44, collates the same with correct answer data read out from the hard disk 46, and judges as to whether or not the answer is correct. If it is judged that the answer is correct, a point concerning the correct answer is tabulated by the CPU 42.

【0205】

Herein, in a difference detection game system of the present embodiment, a point according to a correct answer is tabulated simply based on a criterion of whether or not the answer is correct, however, the present invention is not limited hereto, and the point may be changed according to the speed at which the player elicits a correct answer, that is, the number of times of reproduction of the reference image and difference image.

25 【0206】

In addition, the tabulated point is, in response to an instruction from the CPU 42, transmitted to the cellular

telephone 30 via the communication interface 45. Concretely, together with a message "Congratulations on your winning 00 points!," the point is displayed on the display 54 of the cellular telephone 30. Moreover, if a difference detection game system
5 such that a player can win a prize according to the point is utilized, a message such as "You won ΔΔ. Congratulations!" may be used.

【0207】

When the above processes end, the CPU 42 immediately ends
10 this subroutine.

【0208】

[Cellular telephone processes]

Next, with reference to Fig. 19, a description will be given of processes carried out in the cellular telephone 30.

15 【0209】

The CPU 51 of the cellular telephone 30 executes a process to judge as to whether or not images have been received (step S71).

【0210】

20 The images mean a reference image for reference in difference detection and a difference image. These images are, in the present embodiment, animated images as described above and are distributed from the server 10 via a communication line. If it is judged that the images have not been received, the
25 CPU 51 carries out a determination of step S71 again. On the other hand, if it is judged that the images have been received, the CPU 51 shifts the process to step S72.

【0 2 1 1】

Next, the CPU 51 executes a process to display images (step S72).

【0 2 1 2】

5 The process to display images refers to a process to display images received in the former step S71 on the display 54 of the cellular telephone 30. This image displaying process is, as described above, for displaying these images on the display 54 in accordance with switching timing determined in the server
10 10. When the process to display images ends, the CPU 51 shifts the process to step S73.

【0 2 1 3】

Next, a process to judge as to whether or not a game has been finished is executed (step S73).

15 【0 2 1 4】

Adetermination as to whether or not a game has been finished is carried out based on whether or not the CPU 51 has ended processes to switch over images. In a difference detection game of the present embodiment, a time or a number of times
20 in which images are displayed for the player has been set, and when this predetermined time or number of times is completed, the process to display images on the display 54 is finished. Thereby, the CPU 51 detects that the game has been finished. If it is judged that the game has not been finished, the CPU
25 51 carries out a process of step S73 again. On the other hand, if it is judged that the game has been finished, the CPU 51 shifts the process to step S74.

【0 2 1 5】

Next, the CPU 51 executes an image operating process (step S74).

【0 2 1 6】

5 The image operating process is, as described above, a process carried out since the display screen that corresponds to the display 54 of the cellular telephone 30 is too small to play a difference detection game, and is carried out by a player's operation of the inputting operation part 53.

10 【0 2 1 7】

In Figs. 20, examples of difference images displayed on the display 54 of the cellular telephone 30 are shown. Fig. 20 (a) is an example where a difference image is displayed on the display 54. As shown in Fig. 20 (a), a cursor 71 is displayed
15 in the difference image. The player can shift this cursor 71 by operating the inputting operation part 53 of the cellular telephone 30 and can display the screen in the vicinity of the cursor 71 in an enlarged manner further by operating to depress the inputting operation part 53. Fig. 20 (b) is a display example
20 when the difference image is enlarged at a cursor 71 position shown in Fig. 20 (a).

【0 2 1 8】

By such a configuration, in a difference detection game system of the present embodiment, a difference detection game
25 can be enjoyed even on a cellular telephone with a small display screen. In addition, by enabling playing a difference detection game on portable terminal devices including cellular

telephones, it becomes possible that a player enjoys playing the game anytime anywhere when he/she likes.

【0 2 1 9】

Next, the CPU 51 executes a process to judge as to whether
5 or not an answer has been inputted (step S75).

【0 2 2 0】

In a difference detection game of the present invention, as described above, a difference detection game is played with animated images. When a player inputs an answer of the
10 difference detection game, this is carried out in such a manner as to stop, when a difference is displayed in the animated image, the image at this part and point out the difference part by an operation of the inputting operation part 53.

【0 2 2 1】

15 In the present step, the CPU 51 judges as to whether or not the player playing the difference detection game has inputted an answer of the game through the inputting operation part 53 of the cellular telephone 30. If it is judged that no answer has been inputted, the CPU 51 carries out a determination of
20 step S75 again. On the other hand, if it is judged that an answer has been inputted, the CPU 51 shifts the process to step S76.

【0 2 2 2】

Next, the CPU 51 executes a process to transmit an answer
25 (step S76).

【0 2 2 3】

In the present step, answer data inputted by the player

in step S75 is transmitted to the server 10. When the process to transmit an answer ends, the CPU 51 shifts the process to step S77.

【0 2 2 4】

5 Next, the CPU 51 shifts to a standby mode for a game result (step S77).

【0 2 2 5】

 Herein, the "game result" refers to an incoming game result which is transmitted from the server 10 in response to a player's
10 answer transmitted to the server 10 in the former step S76, that is, whether or not the answer was correct, and a point if the answer was correct. In the present step, the cellular telephone 30 is in a standby mode for this incoming game result transmitted from the server 10.

15 **【0 2 2 6】**

 Next, the CPU 51 executes a process to judge as to whether or not a game result has been received (step S78).

【0 2 2 7】

 In the present step, if it is judged that a game result
20 has not been received, the CPU 51 returns the process to step S77 again and shifts to a standby mode for a game result. On the other hand, in the present step, if it is judged that a game result has been received, the CPU 51 displays the game result on the display 54 of the cellular telephone 30 then
25 immediately ends this subroutine.

【0 2 2 8】

 By carrying out the above processes, a difference

detection game system of the present invention can be of a configuration where a cellular telephone user can play a difference detection game anytime anywhere. Moreover, in the above-described embodiment, a description has been given in a case where a cellular telephone is used in a difference detection game system of the present invention, however, the present invention is not limited hereto, and a portable terminal device such as a PDA may be used.

【0 2 2 9】

10 [Effect of the Invention]

With the present invention, a game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line can be provided to include: providing means for providing a point or prize to a player on receipt of a correct answer from the player with a difference detection game executed on a display provided to each of the user terminal devices; reference image display means for displaying a reference image for reference on the display as an animated image; difference image display means for displaying a difference image as an animated image; and image switching means for switching and alternately displaying the reference image and the difference image to find differences.

[Brief Description of the Drawings]

[Fig. 1] It is a schematic diagram showing an outline of the whole system for a difference detection game according to the present invention.

[Fig. 2] It is a block diagram showing a configuration

of a game server of a part of a system for a difference detection game according to an embodiment of the present invention.

[Fig. 3] It is a block diagram showing a configuration of a terminal device of a part of a system for a difference
5 detection game according to an embodiment of the present invention.

[Fig. 4] It is a timing chart for explaining data exchanges between a server and a terminal device of a system for a difference
detection game according to an embodiment of the present
10 invention.

[Fig. 5] It is a flowchart of a control process executed by a server according to an embodiment of the present invention.

[Fig. 6] It is an example of a player information database recorded on a server of an embodiment of the present invention.

15 [Fig. 7] It is a flowchart of a control process executed by a server according to an embodiment of the present invention.

[Fig. 8] It is an example of a reference image displayed on a display of a terminal device according to an embodiment of the present invention.

20 [Fig. 9] It is an example of an image displayed on a display of a terminal device according to an embodiment of the present invention.

[Fig. 10] It is a flowchart of a control process executed by a terminal device according to an embodiment of the present
25 invention.

[Fig. 11] It is a flowchart of a control process executed by a server according to an embodiment of the present invention.

[Fig. 12] It is an example of images displayed on a display of a terminal device according to an embodiment of the present invention.

[Fig. 13] It is a timing chart for explaining data exchanges
5 between a server and a terminal device of a system for a difference detection game according to an embodiment of the present invention.

[Fig. 14] It is a flowchart of a control process executed by a server according to an embodiment of the present invention.

10 [Fig. 15] It is an example of a reference image displayed on the display of a terminal device according to an embodiment of the present invention.

[Fig. 16] It is an example of a difference images displayed on the display of a terminal device according to an embodiment
15 of the present invention.

[Fig. 17] It is a block diagram showing a configuration of a cellular telephone of a part of a system for a difference detection game according to an embodiment of the present invention.

20 [Fig. 18] It is a timing chart for explaining data exchanges between a server and a cellular telephone of a system for a difference detection game according to an embodiment of the present invention.

[Fig. 18] It is a flowchart of a control process executed
25 by a server of an embodiment of the present invention.

[Fig. 19] It is a flowchart of a control process executed by a cellular telephone of an embodiment of the present

invention.

[Fig. 20] It is an example of a difference image displayed on a display of a cellular telephone according to an embodiment of the present invention.

5 **[Description of Numerical reference]**

- 10 server
- 20 terminal device
- 25 portable terminal device
- 30 cellular telephone
- 10 42,51,61 CPU
- 43,62 ROM
- 44,63 RAM
- 45 communication interface
- 46 hard disk
- 15 53,67 inputting operation part
- 54 display
- 55 RF
- 66 communication interface circuit

[Document title] Abstract

[Abstract]

[Problem to be Solved] To provide a difference detection game which enables a player to enjoy without growing tired of it.

5 **[Solution]** A game server which is constructed so as to allow a player to play a difference detection game on a display of a terminal device connected to the server via a communication line and provides, when the player elicits a correct answer in the difference detection game, a point on the player and
10 switches and alternatively displays a reference image for reference in difference detection and a difference image on a display of a terminal device is provided.

[Selected Drawing] Fig. 8

1 / 19
Fig. 1

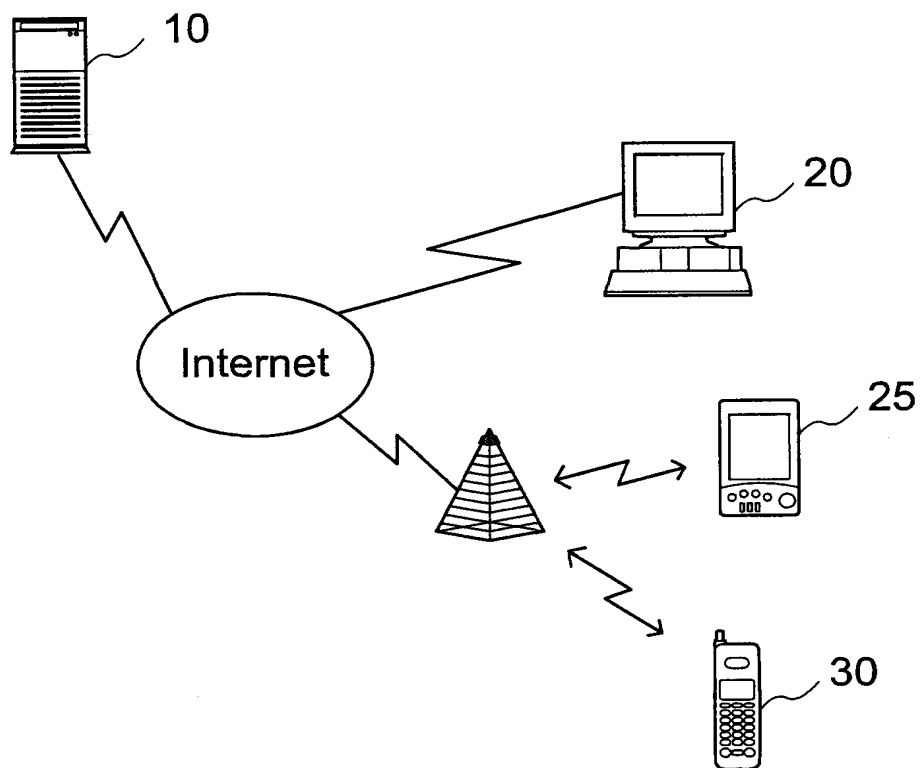


Fig. 2

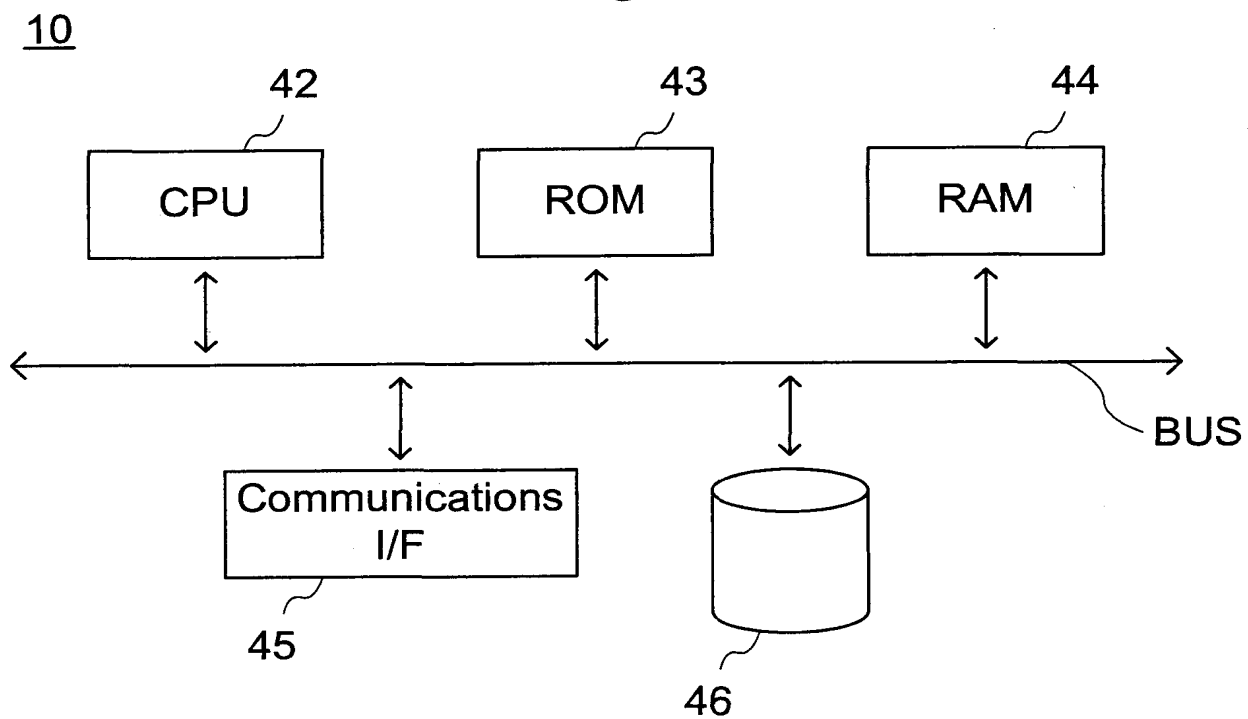


Fig. 3

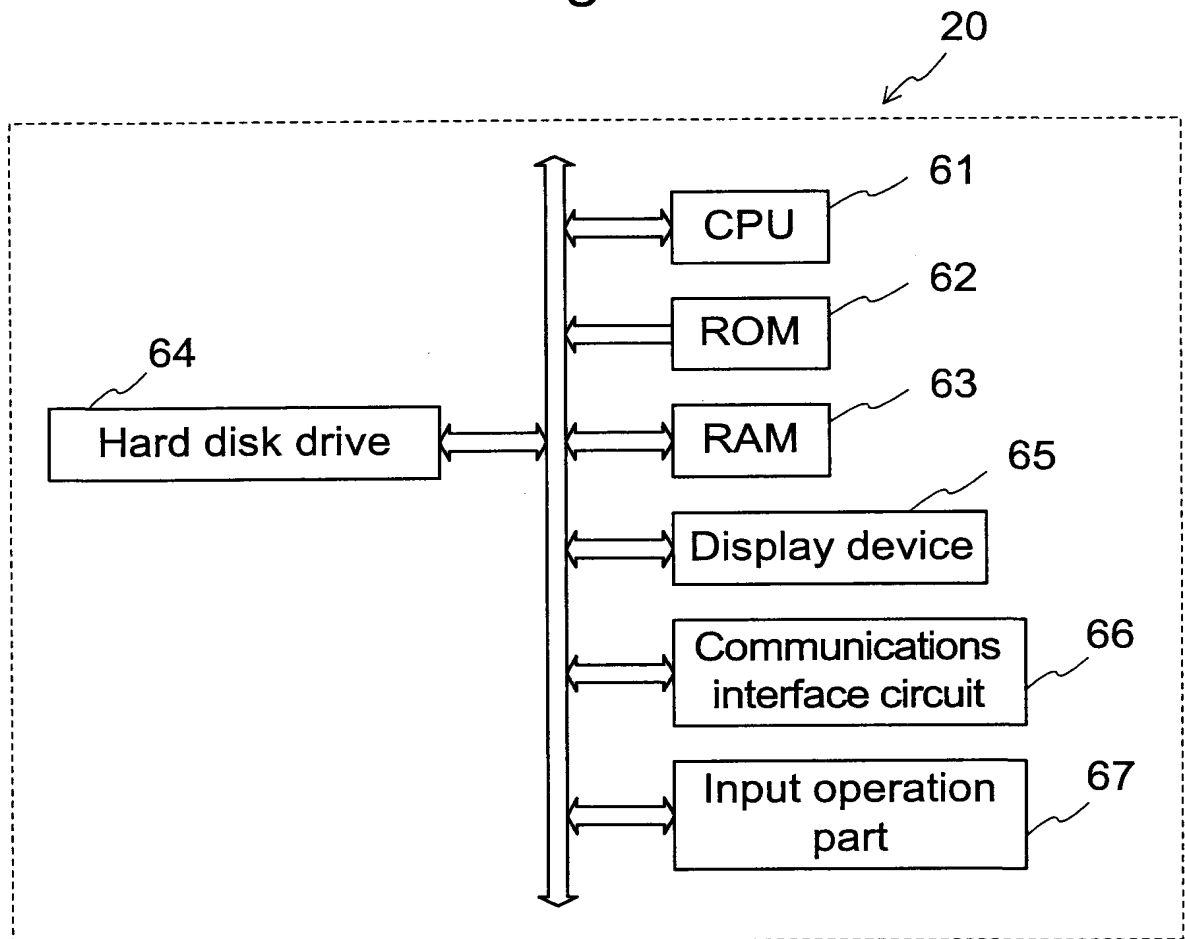


Fig. 4

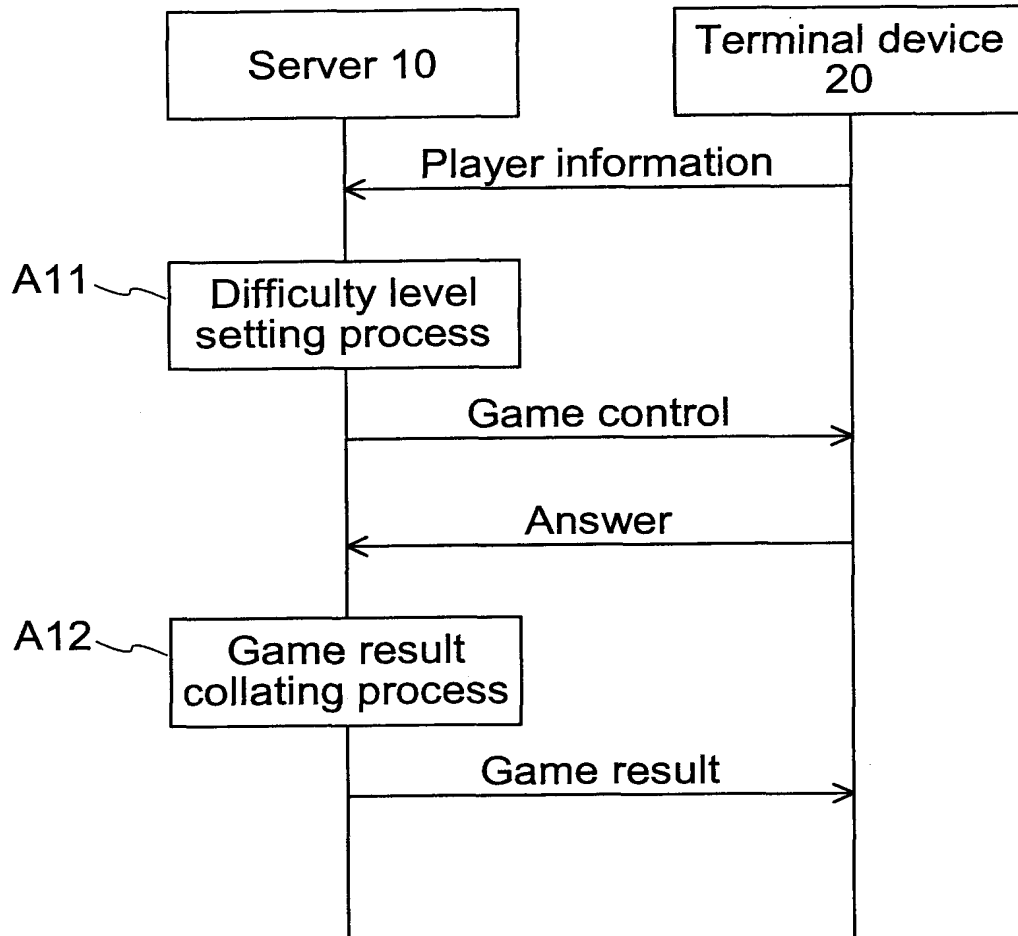


Fig. 5

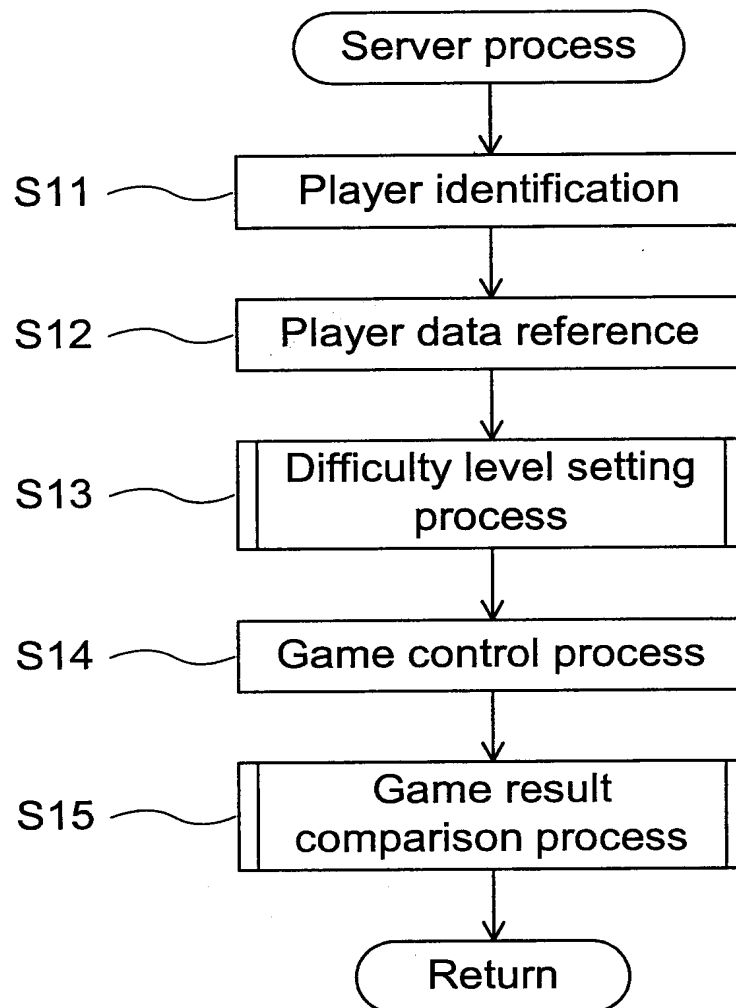


Fig. 6

Player	Number of times played	Age	Gender	Number of times winning prize
01-0001	72	21	0	8
01-0007	65	23	1	3
03-0013	51	31	1	7
05-0143	31	19	0	9
05-0213	28	42	1	1
07-1311	7	49	1	0

Fig. 7

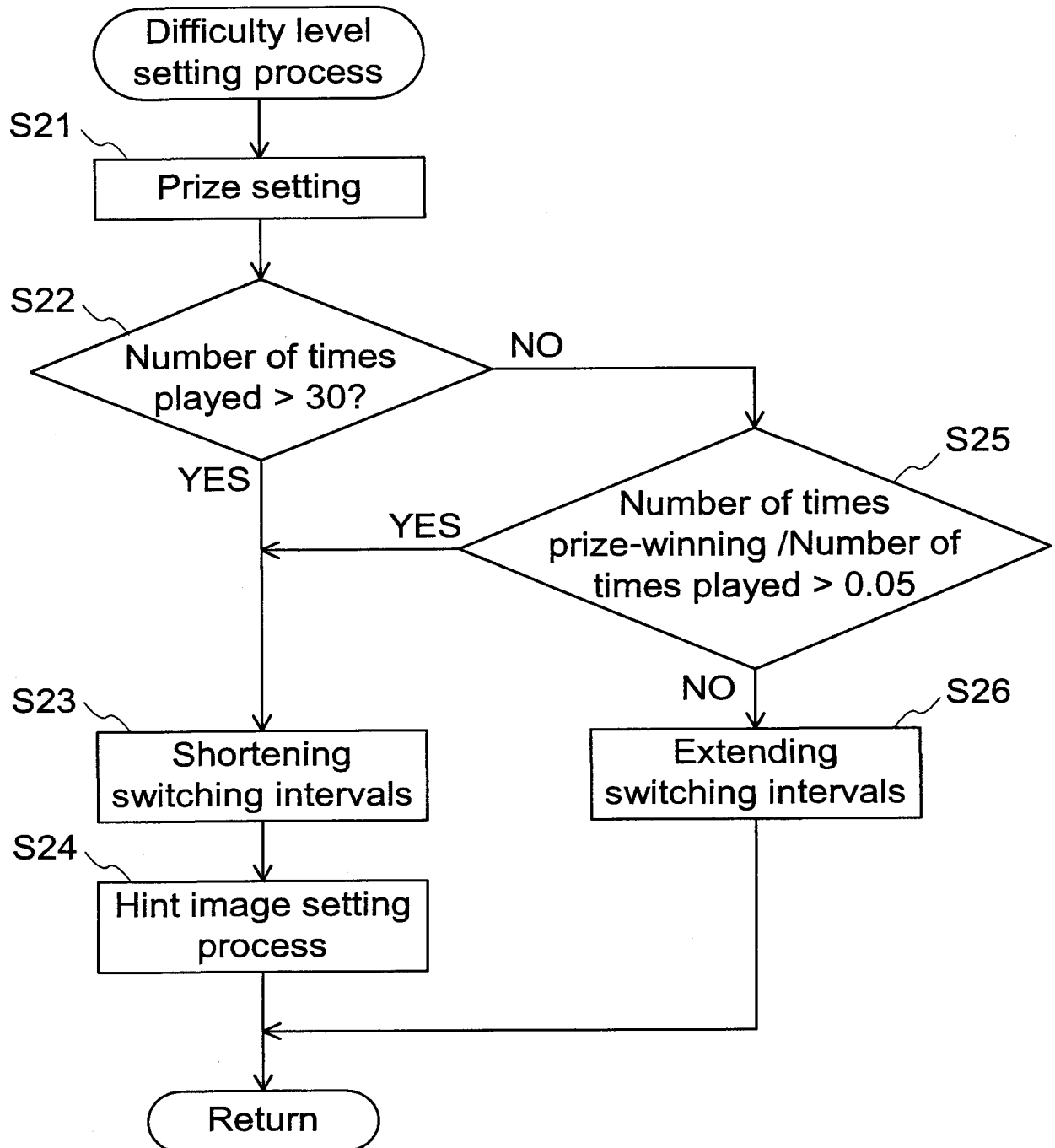


Fig. 8 (a)

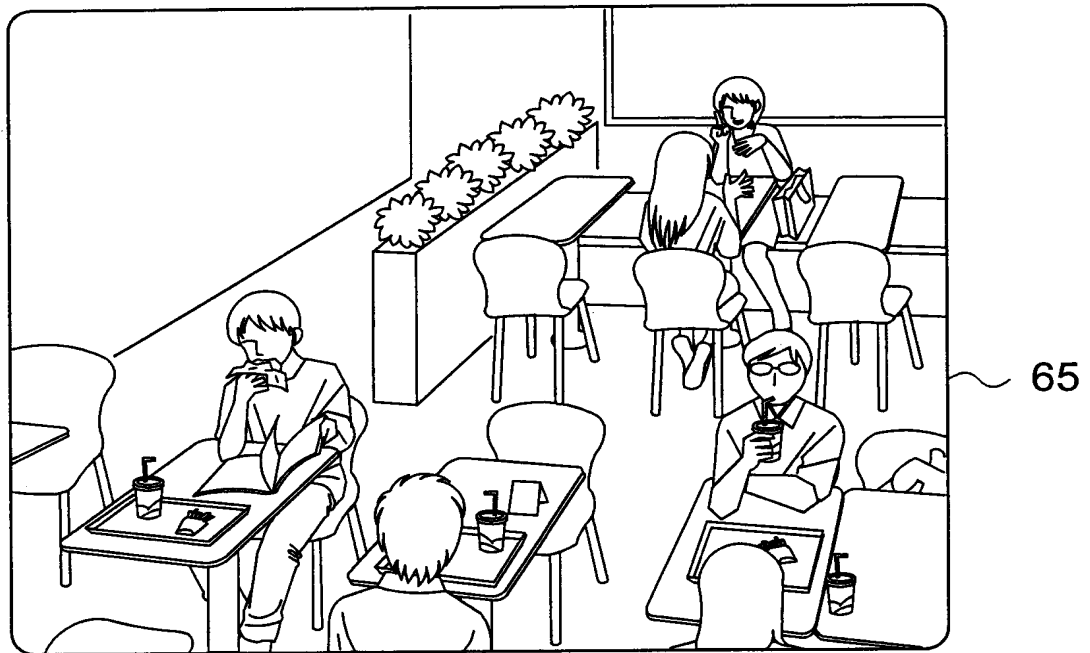


Fig. 8 (b)

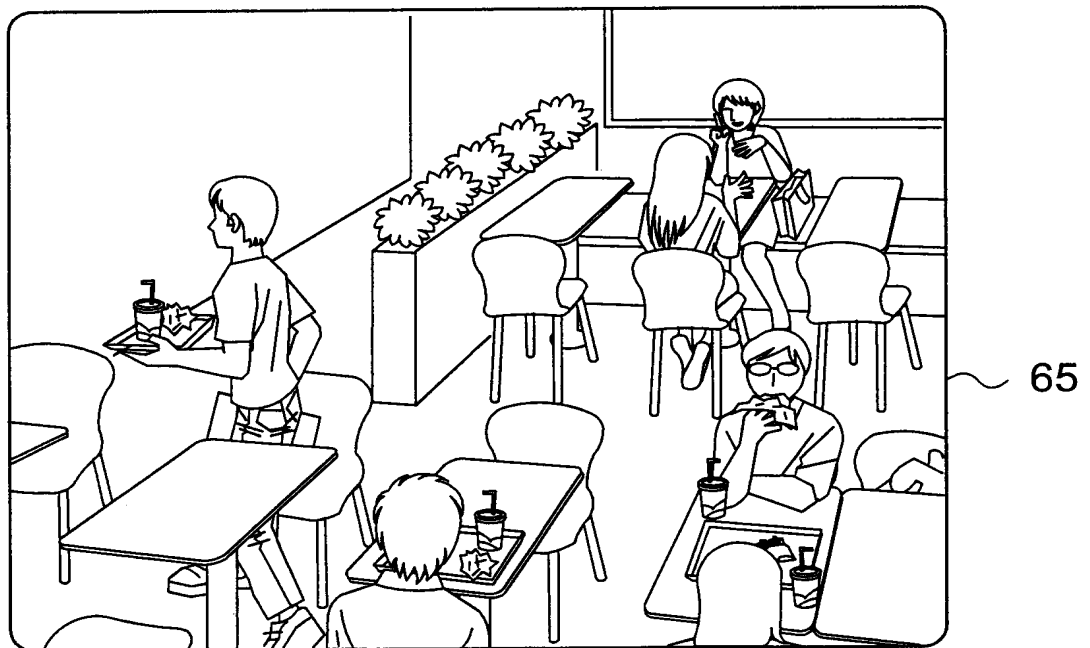


Fig. 9

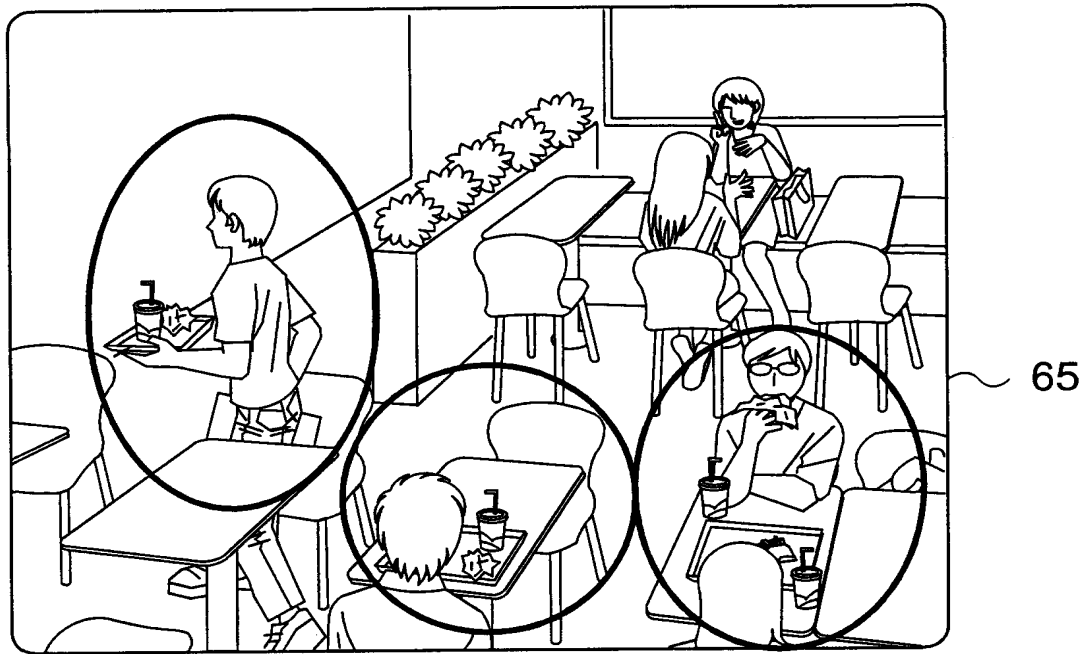


Fig. 10

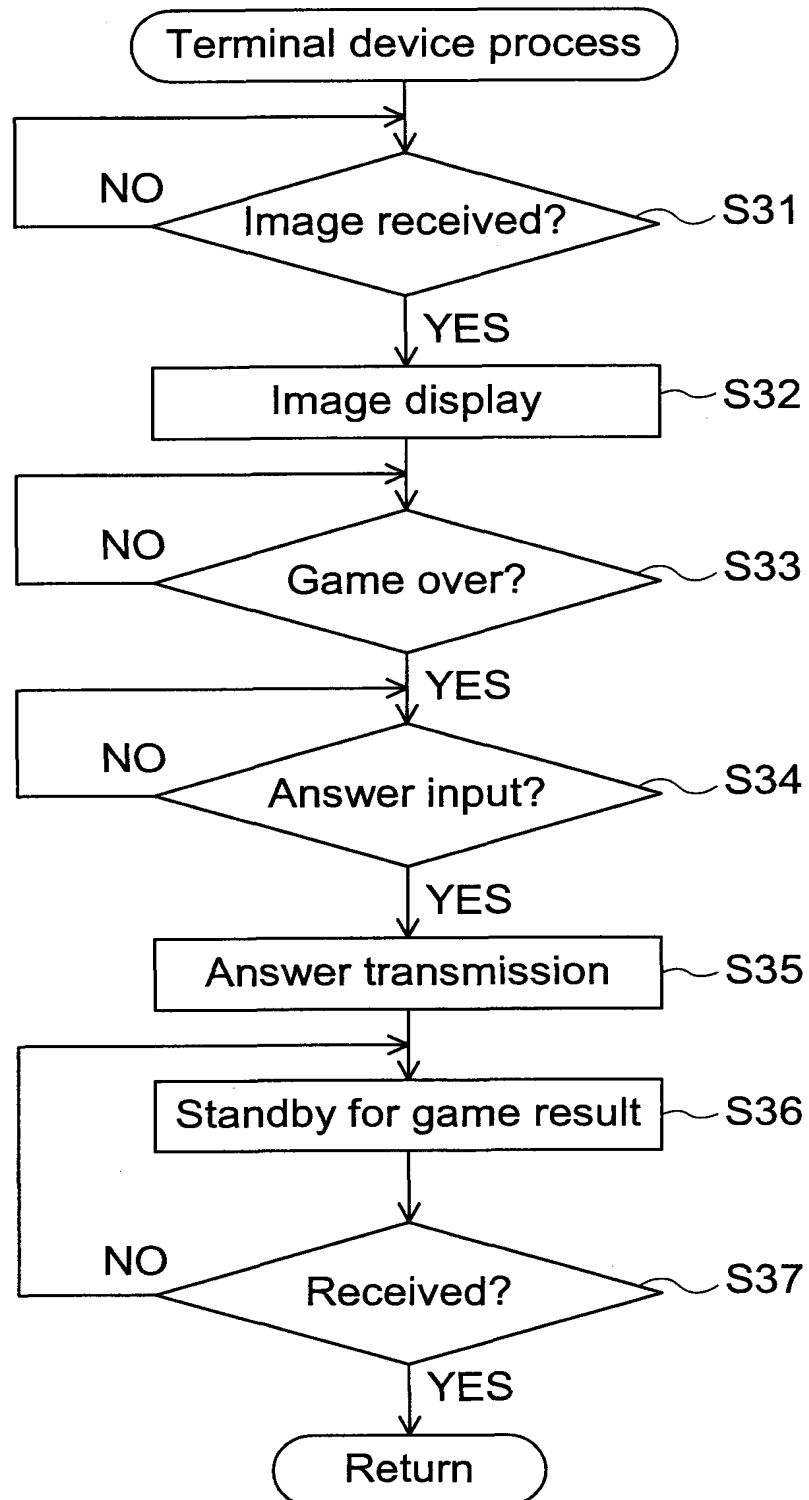


Fig. 11

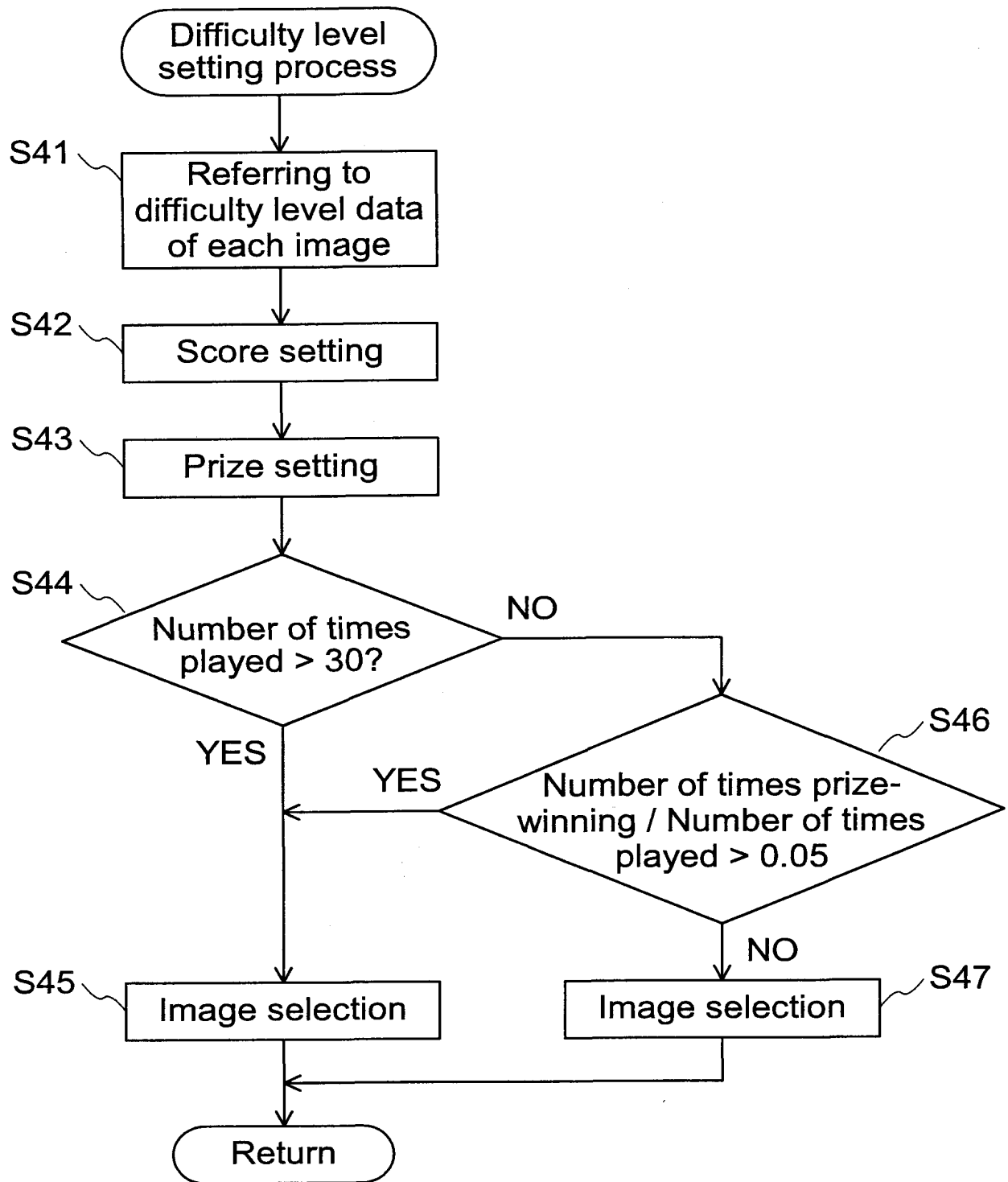


Fig. 12

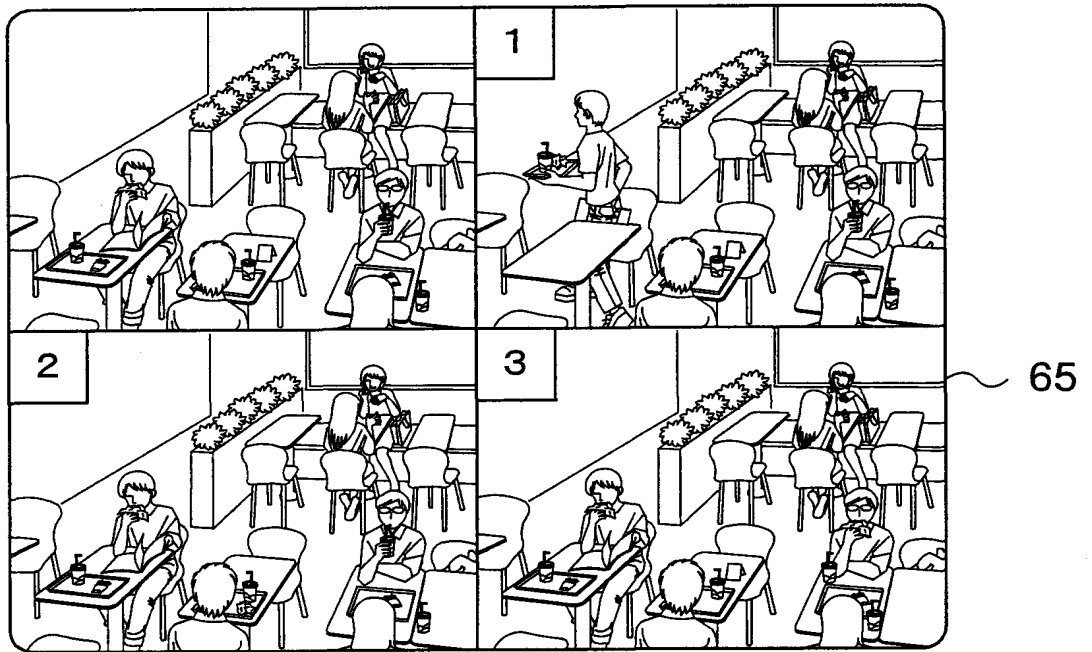


Fig. 13

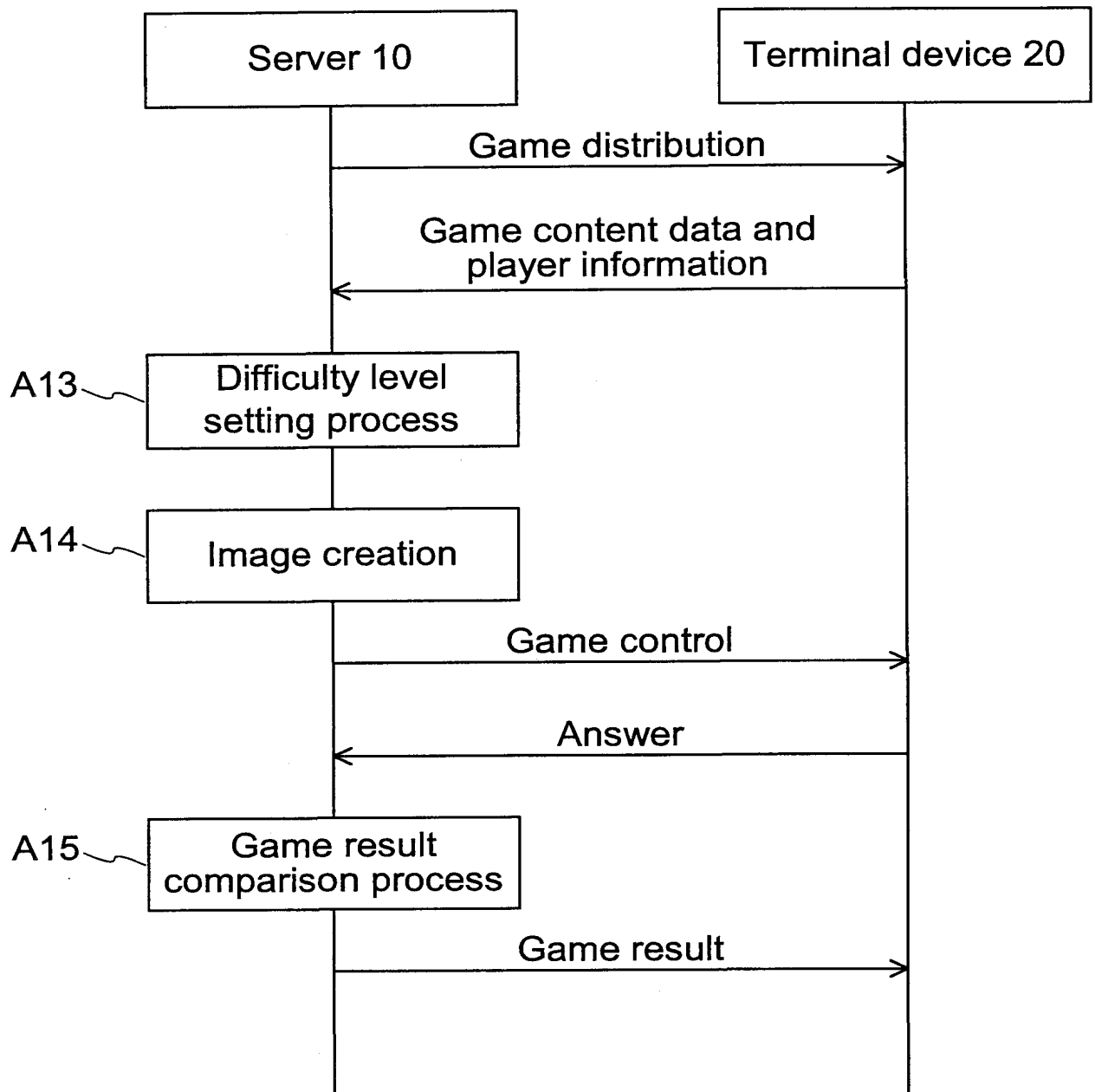


Fig. 14

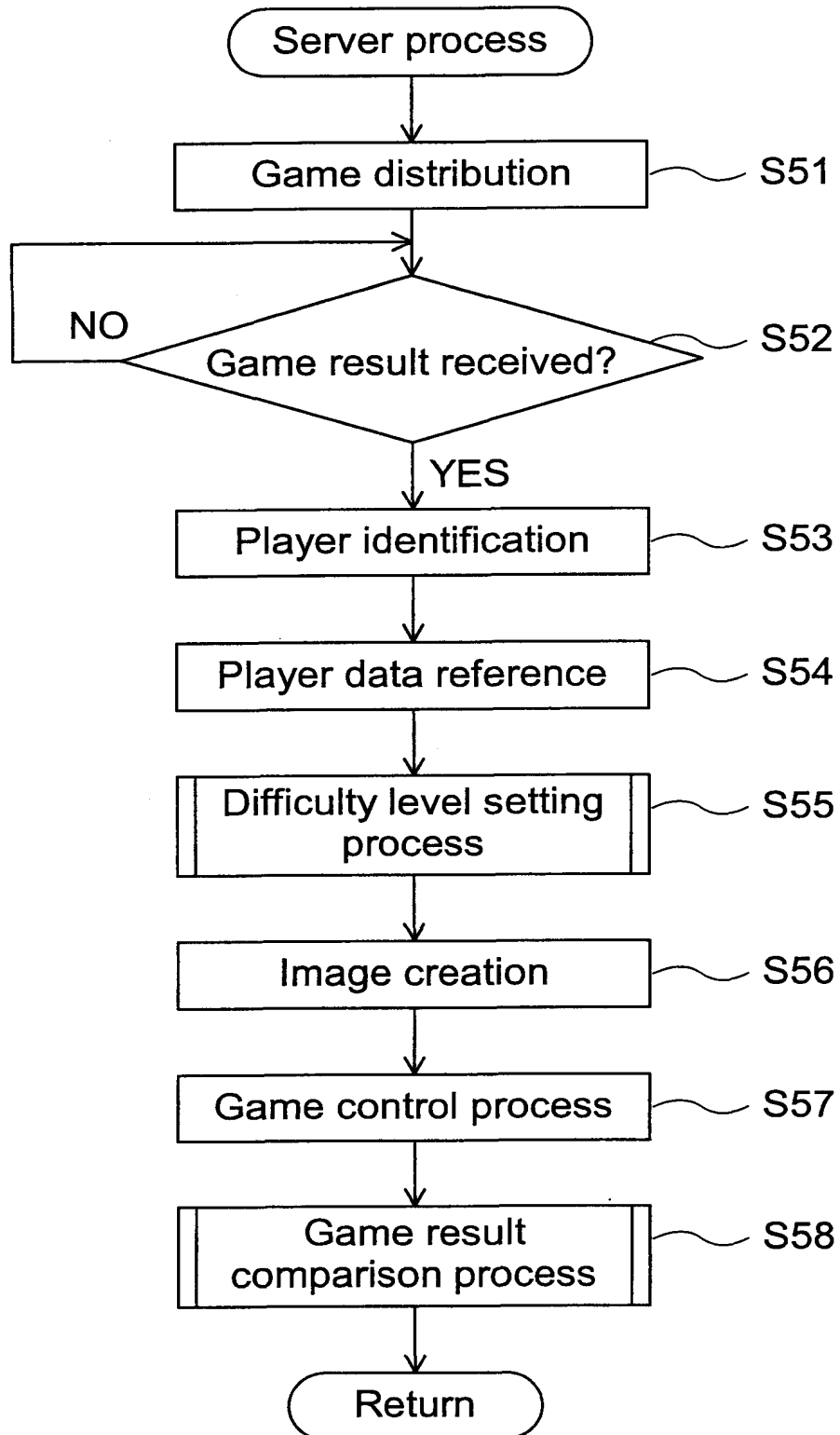


Fig. 15 (a)

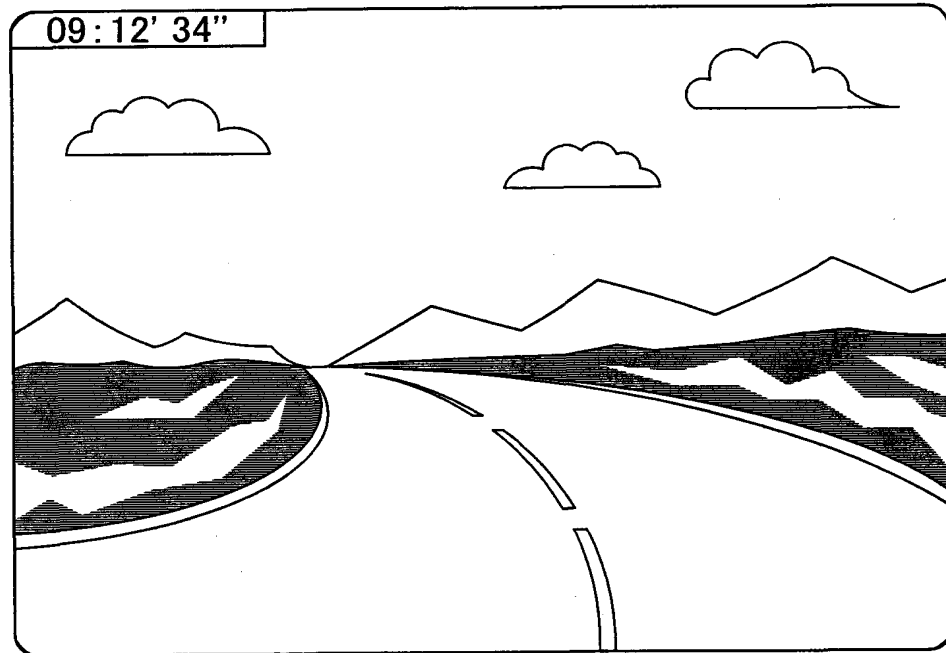


Fig. 15 (b)

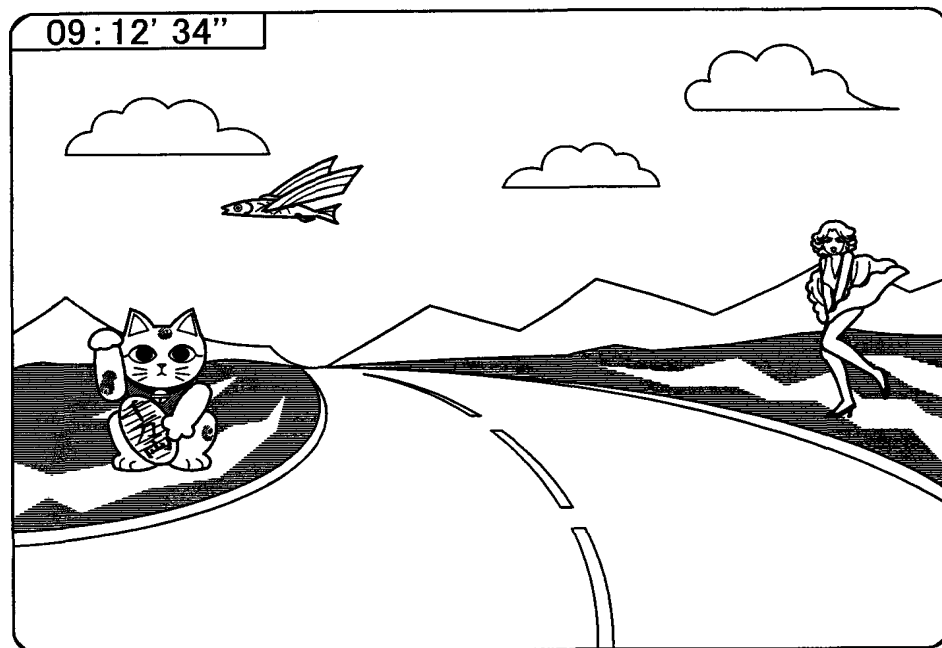


Fig. 16

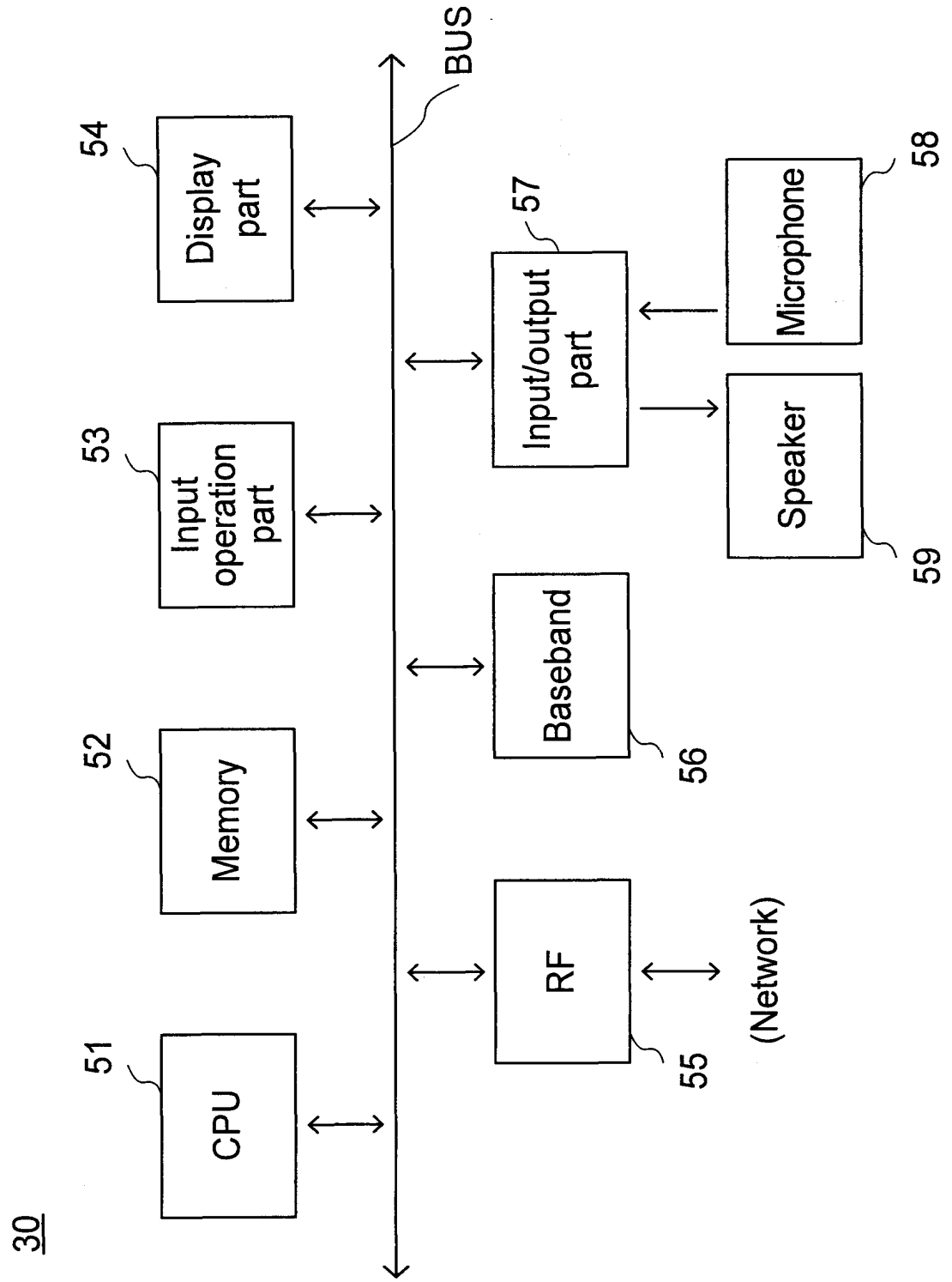


Fig. 17

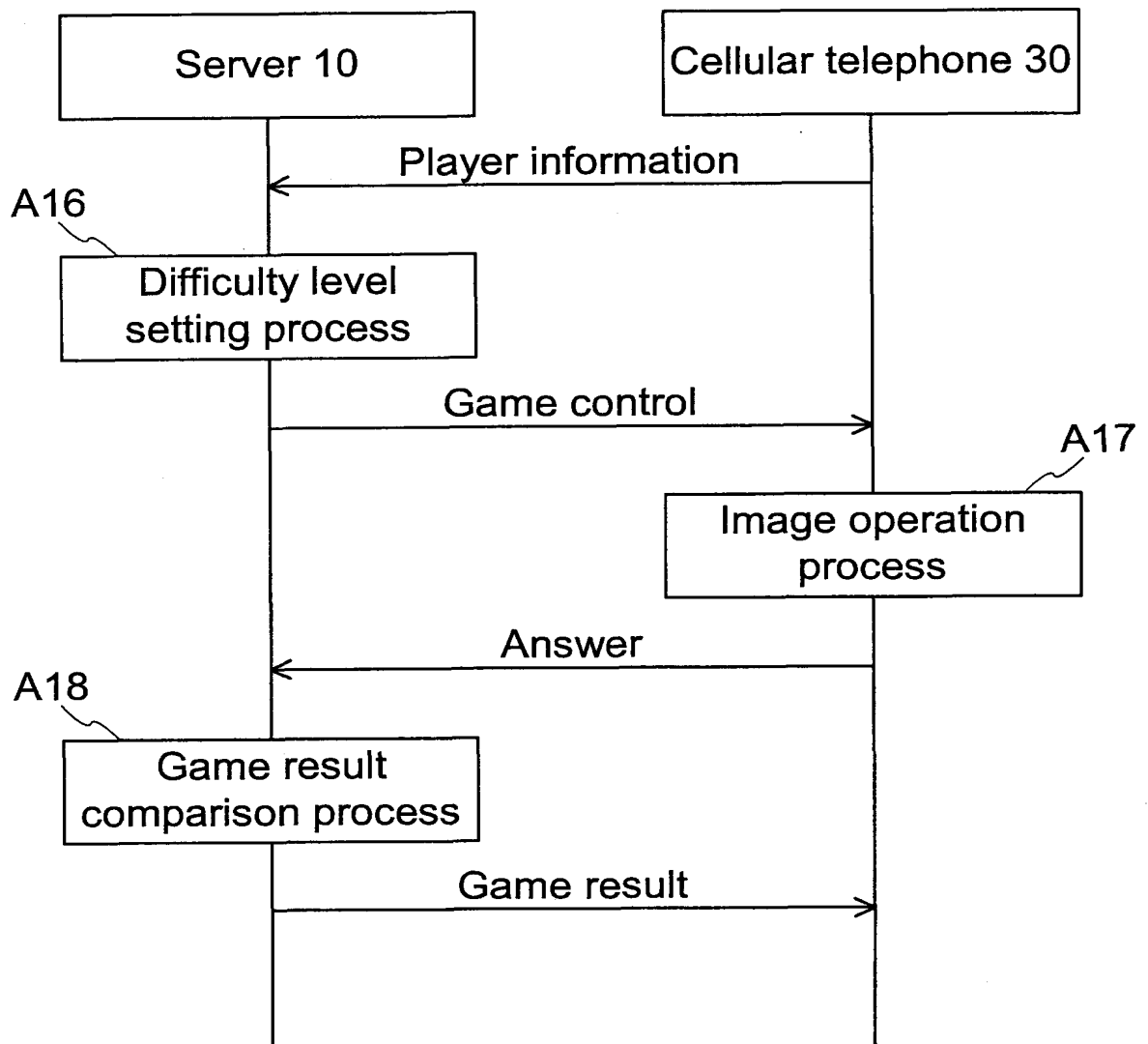


Fig. 18

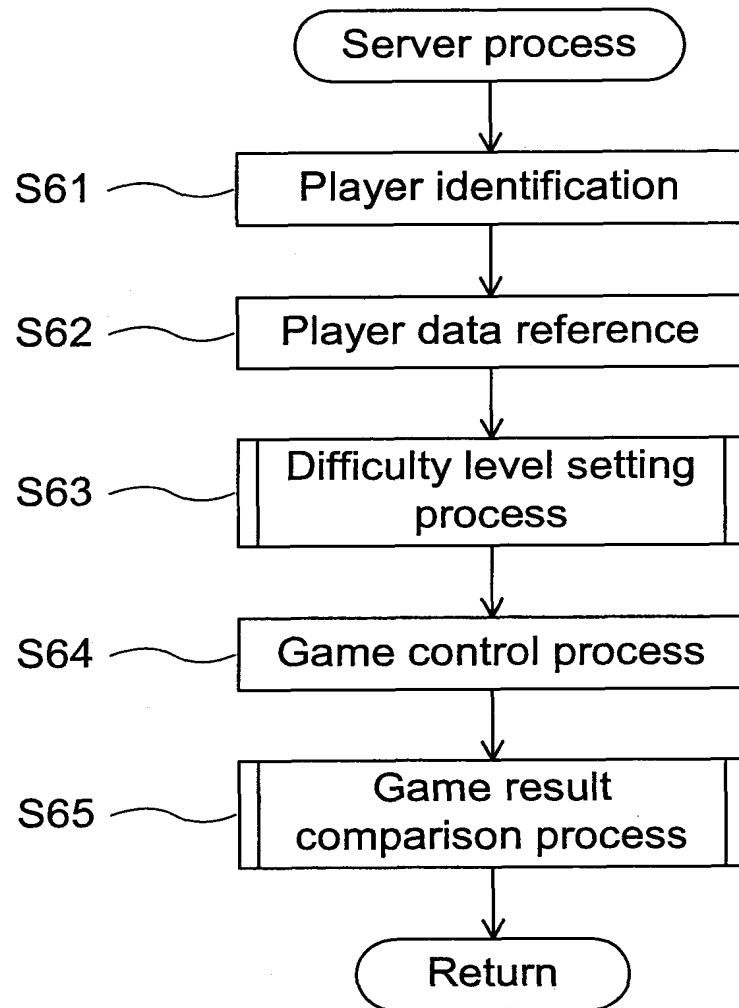


Fig. 19

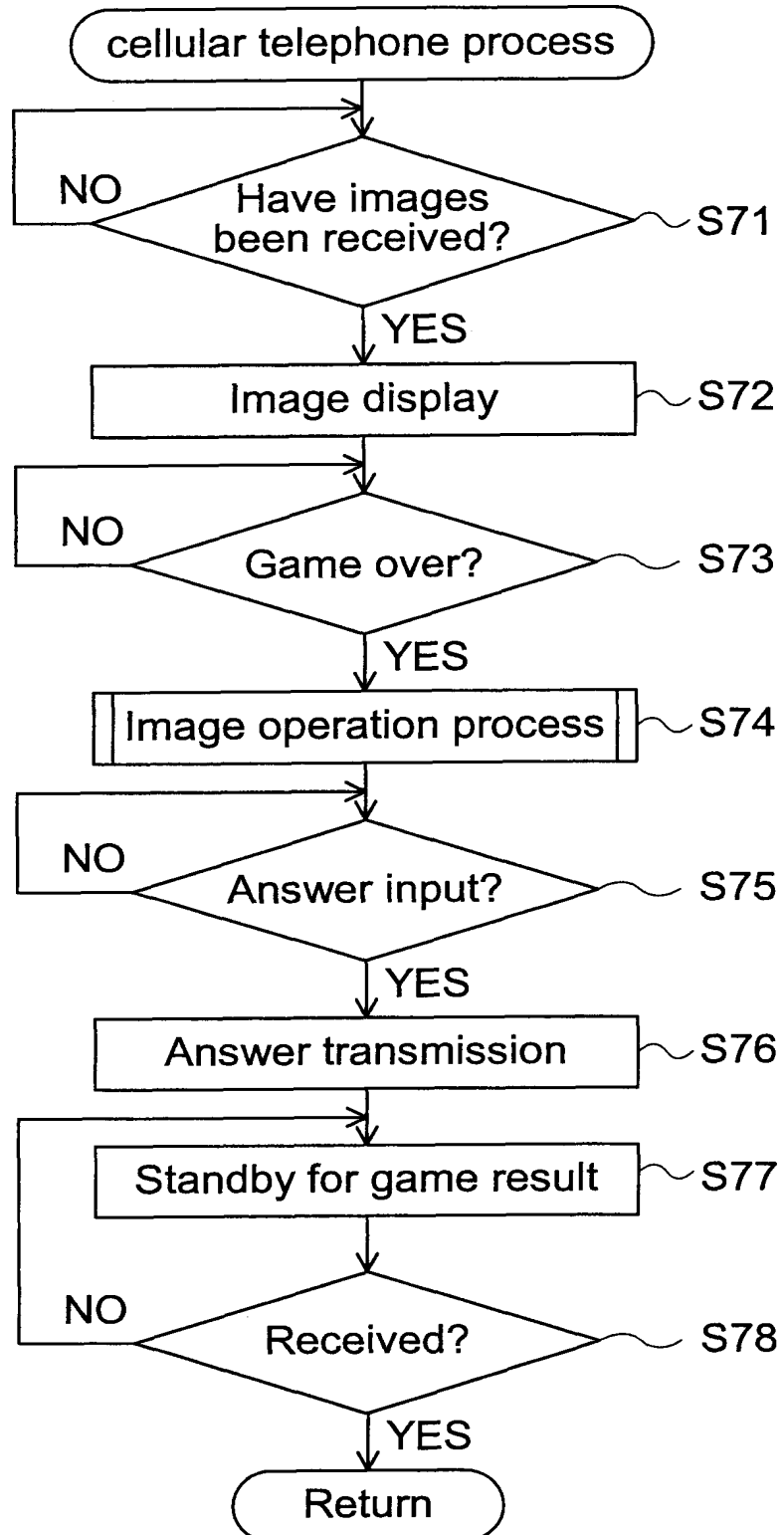


Fig. 20 (a)

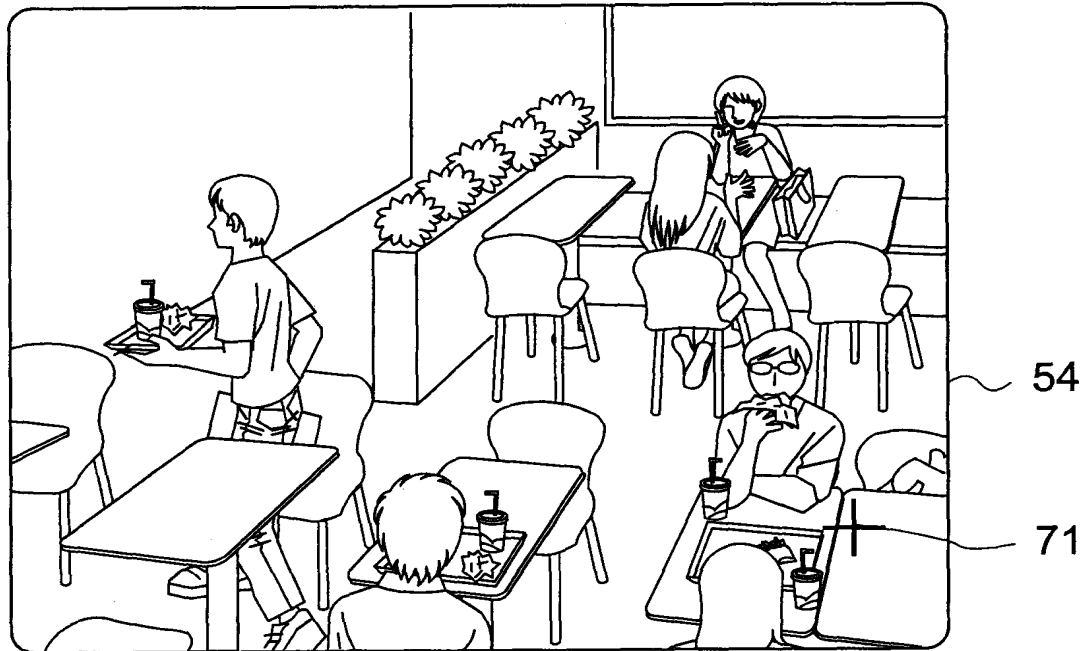


Fig. 20 (b)

